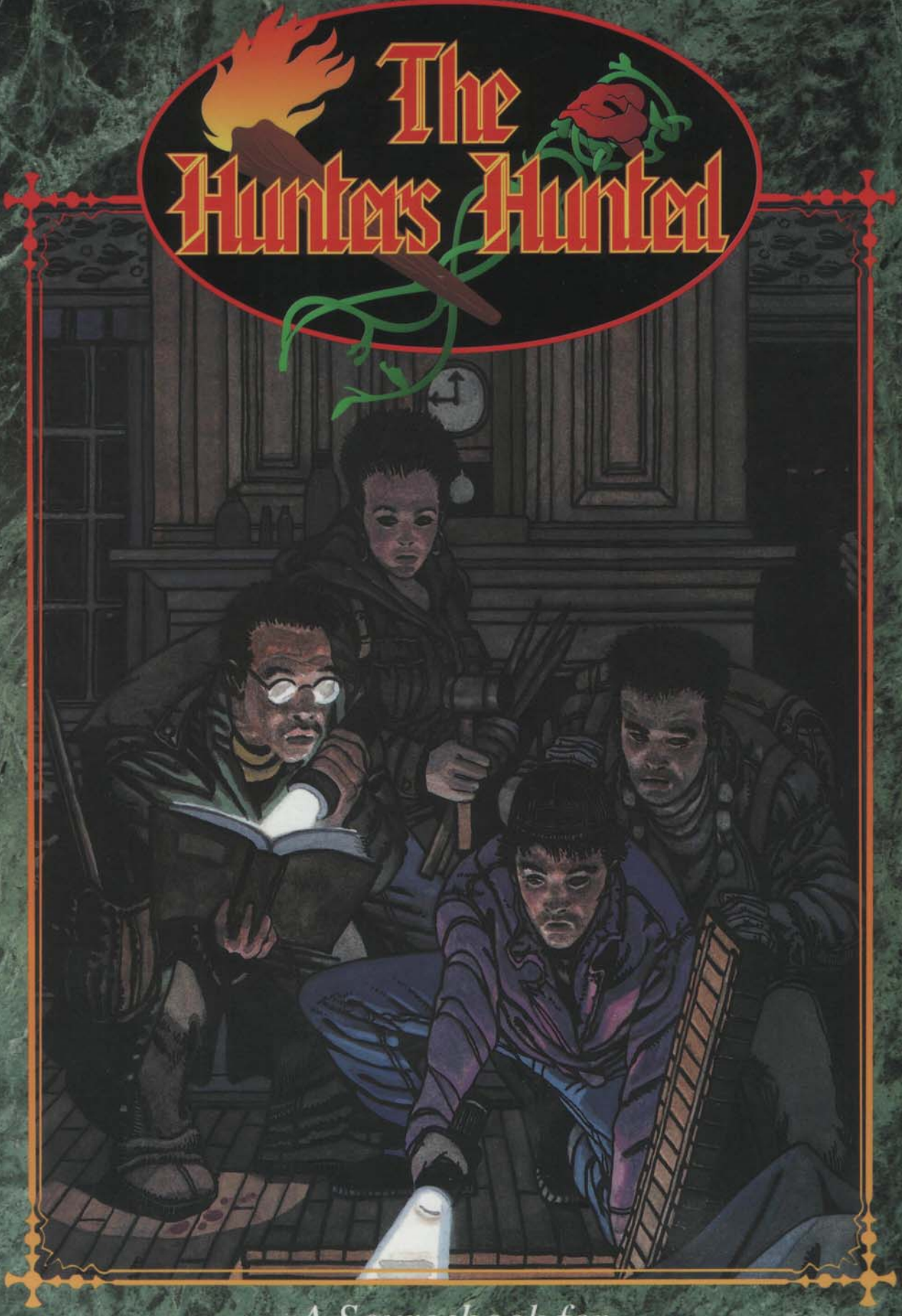
# The Hunters Hunted



*A Sourcebook for*

VAMPIRE™

THE MASQUERADE™

# INTERFACE

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Fantastic cover art graciously supplied by Mike Ebert

***To Fred J. McNett***
***1963-1991***
***Infinite Diversity in Infinite Combination***

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## CYBERVOCAL™

### New Cybernetic Implants

Boxalter (CR) (BXA) 800 EB HC 2D6
New Throat (CR) (CT) 400 EB HC 1D6+2

Dakai Soundsystems has come up with new innovations in recording and analyzing voice patterns. Their scientists have created CYBERVOCAL™ Modifications. Intensive surgery is required to implement CYBERVOCAL™ mods, and there are two types: BOXALTER and NEW THROAT.

**New Throat** involves extensive surgery in which the individual's entire throat region is operated on and much of it is replaced with electronic sound synthesis devices. It has a HC of 2d6. Left behind is a throat which can be chromed or left to look like flesh. The throat has a SDC of 15. If damaged for more than 15 points the subject becomes paralyzed; 25 points and the neck is completely severed. It also has a new voicebox, but this one can have up to four voices at any one time, and only opening a small covering is required to change those voices already in it. It can have any two special features built in. It costs 800 euro.

**Boxalter** is much simpler and cheaper. It involves removing the individual's voice box and replacing it by an electronic device, with a HC of 1d6+2. This device can have only one voice in memory and one special feature. Changing the voice does not require surgery, merely time. Boxalter can only use one voice at a time. It costs 400 euro.

### Special Features

**Mimic:**
HC=1d+3; $150. This device, when linked to CyberAudio, allows the individual to copy other voices that he has heard perfectly. The character can only slightly alter what he has heard, otherwise repeating verbatim what he has heard. Useful for an assassin luring unsuspecting characters as if he were a friend. This is not the same as the Voice Pattern option. The user of this option can only repeat what he has heard, he cannot extrapolate new words without having heard those words.

**Volume:**
HC=1d6; $75. This device allows the individual to alter the volume of his voice radically, from the barely audible whisper to a megaphone roar. The benefits are obvious, but also shouting at top volume causes temporary (1d6 phases) deafness for all within 5m.

**Scramble:**
HC =2; $50. This device electronically alters the individual's voice, making it completely unidentifiable, but also makes it sound so electronic that it cannot pass as a voice. It does keep Vocal Pattern Tracers from catching you, though!

**Armor:**
HC=1d6; $150. This is only possible with NEW THROAT, as it involves armoring the entire throat, giving it an SP of 20. This is useful when dealing with cutthroats!

**SubSonic:**
HC=1d6; $150. This device gives the individual the ability to speak in the subsonic and supersonic levels, allowing the individual the ability to call dogs as if with a dog whistle. It can be used to send signals to others, on otherwise impossible frequencies.

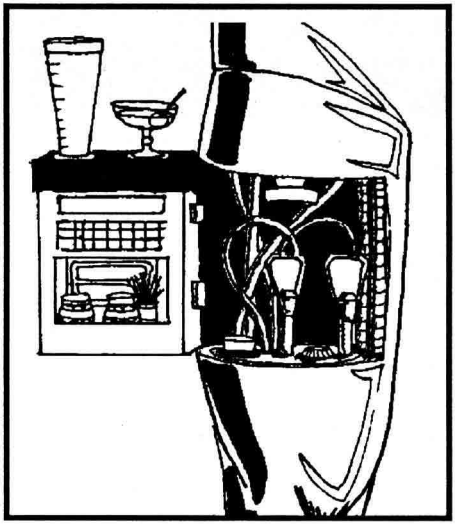
## CYBER BAR™

### A new cyberleg

Cyber Bar(CR) (CB) 3000 EB. HC 2D6
NapaCorp, makers of fine wines, liquors and other libations and Lichtenstein Biomod Engineering, bring to you their latest nectar dispenser. These are the people who brought you the slowdrip internal drink dispenser and the Potent Potable Cyberliver. This extravagent engineering feat is not for the common man: an entire bar concealed within a cyberlimb!

The alcoholic beverages are housed within a pressurized unit in the foot and lower leg. The mixer and water unit take up most of the remaining space. The wetbar itself is comprised of triplastic that rises from the thigh, rotates 90° (right or left depending on the leg it's in), and forms the bar. Made of memory plastic is a shaker kept in a flattened form beneath the bar itself. For those who like their martinis shaken, not stirred.

For those who prefer daiquiris, a mixer unit is contained within the leg.



Ingredients are routed to the mixing chamber, ice is added, and 20 seconds later a daiquiris is ready and dispensed normally.

The dispenser/mixer is connected and is similar in appearance to a soda fountain dispenser. The leg is armored for 20 SP to protect the pressurized containment/ice-making unit. The icemaker is primarily held in the upper thigh and hip region.

There are 10 extract tubes filled with different extracts. Each extract can make 20 1/8 liter drinks, if sufficient water is available from an external source. The leg unit can carry three liters of water, capable of making up to 24 drinks before needing a refill.

For an additional §100 eb an extension which will connect to outside water sources is available.

**French Model**
For fine wine drinkers the unit can be modified to carry two liters of wines in any combinations down to half a liter (up to 4 different wines, chilled of course), and one liter of drinks to mix for barbarians.

**Japanese Model**
The Japanese have their own modified to carry 1.5 liters of sake, heated as it is dispensed, and can also carry 1.5 liters of water for mixed drinks. Their unit carries only 5 extracts, though. They also usually carry ceramic sake cups to honor ancient tradition.

The cyberlimb in which this is stored has the strength of a normal human leg and can have no other options.

## Extension Legs
**a cyberleg option**
Extension Leg (N) (EXTL) 400 EB. HC 4 total

These leg extenders can extend from a telescoping knee-foot mount up to three feet. They will support up to 500 pounds. They are used primarily in disguise work, since they can reduce height one foot and add up two feet of effective walking height. The third foot cannot be used while mobile because of the stress placed on the devices. You may add +1 to your movement rate if you extend them to the two-foot length. These use one option space per leg and can be combined with other sensible foot options.

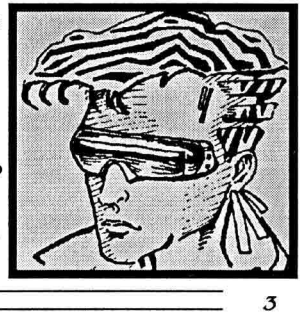
## Catspaw® Stealth Foot
**a cyberleg option**
Stealth Foot (N) (STLF) 150 EB. HC 2

This foot module for cyberlegs, the sound-absorptive pads covering the foot give the user a bonus of +1 for all stealth rolls. This option can be combined with other foot designs, except for the Doc Ricter (Solo of Fortune).

## Mono-Vision
**by Kiroshi/Nikkon Engineering**
**Cyberoptic Option**

Mono-Vision Cyberoptic – (MA) (MONV) 650 EB. HC 3d6.

Were you upset when you could only afford anti-dazzle for one eye and had to hobble around with only one eye functioning? Well, never more. With the new Mono-Vision we replace your entire optic ridge and both eyes with a single wide angle cyberoptic, giving you that cool visored look so "in" with today's boosters. You only have to pay once for the cyberoptic option, both in humanity cost and euro. This cyberoptic format can only carry six options but, best of all, with its revolutionary wrap-around styling it gives its user perfect vision of 180 degrees and extends peripheral vision to a full 225 degrees!



Wraparound vision gives +1 to awareness and +2 to awareness rolls for surprise, ambush, etc.

TIMELINE:

**1992:**
In the early months of 1992, the current democratic structure of Argentina is overthrown in a hellish thirteen-month civil war between the Democracy of Antonio Figuerez and the fascist Nuevo Partido led by the ousted General Enrique Harrad "El Soberano" (the ruler). A stunned President (previously Vice-President) of America sits and waits. Help arrives too late.

**1993:**
Fall of Figuerez Democracy. Gen. Enrique Harrad assumes position of "Soberano de Absoluto." New fascist government singles out intellectuals, opposing party members, and the poor and homeless for discrimination and worse. Late in 1993, fascist Argentina invades Uruguay. The American President again misses an opportunity by acting too late.

**1995:**
A short-lived but vicious revolution provides the diversion allowing a massive exodus of students, scientists, teachers, and many old party members to flee to the ocean with the help of a nomad pirate fleet captained by Mallary Hill of New Zealand. Many die in the voyage East, but after a precarious two weeks the thousands of Argentineans and Uruguayans escape the grasp of the Harrad dictatorship.

It is late in the voyage when an anonymous attack on the fleet drives them south, toward Australia-controlled Heard Island. The same anonymous fleet drives the refugees even farther south as Heard Island is sunk with a underwater nuclear attack More lives of refugees and pirate nomads are lost.

**1996:**
It is a weary and greatly reduced fleet which arrives in the early Spring season in Prydz Bay, Antarctica. A previous distress call issued by the rag-tag fleet is answered by the Davis Australia research station. A rendezvous is arranged. Seven Australian researchers gape at the sight of thirteen large trans-oceanic cutters heading toward the shore. The Davis Australia Research Station at that time was the stag-

# The Antarctican Collective

**by Chris Hockabout**

**Form of Government: Neo-Bellamy Socialism (Socialist Democracy)**
**Official Language: Spanish (English secondly)**
**Official Religion: Canadian Zen-Catholicism**
**Area: Miles: 5,500,000/Kilometers: 14,200,000**
**Population: (2020 census) 560,700**
**Capital: Pangaean Arcology**
**Current President: Magistrate Senator Freianna VarTett**
**Monetary Unit: Euro Dollar**

**Demography:**

Eighty-seven percent of current population live and work in the Pangaean Arco; the remaining 13% live and work establishing future Arcology sites in such areas as the perpetually snow-free valleys and moraines of the Transantarctic Mountain Range or as long-range workers on the mobile drilling platforms and mining rigs. 48% Argentinean/Uruguayan/Brazilian; 20% Mixed Euro; 16% Australian/New Zealander; 12% North American (U.S.A./Canadian/Eskimo), 8% Other South American; 2% Other (Japanese/China Bloc/African).

**Domestic Economy and Foreign Trade:**

Mineral rights to deposits of iridium, iron ore, petroleum, silver; titanium, uranium, and zinc, are used for trade to other countries as well as sales of the rights to mine in pre-agreed areas. Although not directly tied to the government's economic machine, REVOLUTION Genetics Incorporated contributes substantial funds to the workings of the Collective. An increasing amount of money is taken in from hydroponically-grown food-stuffs: fruits, vegetables, and exotic plants. Export of these is so far thoroughly restricted at the moment pending a decision from the Euro Council. The Antarctican Collective chiefly imports computer parts and equipment, advanced medical equipment, construction equipment and materials, synthetic fibers and polymers, and weapons and military material.

**Transport and Communication:**

Transportation throughout the many miles of passageways and galleries in the Pangaean Arcology is either by foot or small electric trams. Large cargo lifts, elevator shafts and causeways connect the levels and the above-ground station. Huge garages exit through the mountainside where the large mobile drilling platforms and mining rigs reside when not in service. Faster surface transportation is accomplished by sturdy and squat tracked vehicles, Av-4's, 6's, etc., small one-man ground skimmers, or the huge "Mother Loaders," large tracked vehicles used in transportation of construction equipment and

materials. Many vehicles are not actually personally owned, being property of the Collective. Long-range transportation is either accomplished by "Volvaresk" Ice-Crusher trans-oceanic transports or the largest cargo planes (currently on loan from Free South Africa), the huge Gollancz-S1's.

The Antarctican Collective taps WNS, NNN (New Network Nippon), and Network 54 for its televised news and information, having a small primarily news-oriented station for itself: Entendimiento, which simply means "information" or "understanding". The Antarctican daily screamsheet is *The Collective*, and plans for world-wide distribution are in the works.

**Education and Health:**

From ages 2 to 16, the children are taught fundamental learning skills, sciences, mathematics, economics, and communication, literary and oral. But most importantly they are taught about their home and its many dangers. A growing Antarctican is taught in thorough and increasingly strenuous training courses how to work and survive in his or her icy home. From age 17 on, the teenage Antarctican is given the choice (or it is made for him/her) of job training, which lasts about two to three years and involves training courses and apprenticeships. At the end of their job training all Antarcticans must enter into one year of military service. They are thereafter placed in their appropriate jobs.

Members of the Antarctican Collective boast the greatest number of genetically-adapted beings on the planet. To withstand the rigors of life on the ice-continent, the Antarcticans had to be made sturdier than the average human. Some of their more common and most advanced modifications are listed below:

1. The most visible of their genetic adapations is their protection from the harsh UV rays beating down through a nearly nonexistent ozone layer: the characteristic Antarctican purple skin. This is one of the first modifications made to members of the Collective. It is also one of the adaptations that has had the least amount of aberration. This adaptation, because of its reduced cellular manipulation, is not permanent. It needs to be reintroduced once a year for continued protection. The purple tint will begin to fade after a few months, just as a regular tan would. All of its UV-protective properties go with it.
2. The second of the modifications is to increase the strength and density of their flesh and muscle tissues. This makes them more resistant to temperature changes and helps hold heat better. Redirected genetic hyperplasia induces growth and improves the overall tensility and strength of the tissue. Their greater muscle density allows for greater storage of intracellular

ing area for what is called the Pangaean Arcology Project. Its original purpose as a remote genetic engineering facility remains, though, and advances made in this area are to aid in the workings of the new arco. If completed, the arcology would be capable of holding the many refugees. But it is far from being completed. The hundred-plus researchers make preparations to re-equip the remaining ships to continue to hold the refugees until the completion of the arco about a year in the future.

No sooner have the ships been altered,then the same anonymous fleet appears on the horizon. Fearful of causing large tsunamis by using nuclear devices that close to shore, the fleet closes and readies for a ground battle. The refugees are evacuated to the cramped confines of the completed underlevels of the arco, while some of the more hardy of the refugees and the pirates form a weary but well-armed and determined militia. The researchers, though sympathetic to their new guests, are fearful of getting caught in the middle. They begged the their Australian government for aid. The government was unresponsive. The researchers were outraged and decide to aid the hardpressed refugees in any way they can. The battle is joined. It lasts three weeks. With the help of the researchers, the refugee militia are better equipped for the Antarctican environment of deathly low temperatures and harsh ultraviolet rays from a continent-wide hole in the ozone. After three weeks the fleet (a pirate nomad fleet sent by Argentina) retreats.

The crash of the American economy sets up shockwaves which buffet Australia's market mercilessly. Davis Australia research station is fully cut off.

**1998:**

The 213 members of the Davis station, with the help of the Argentineans and Uruguayans and three dozen automated maintenance bots, complete the primarily subterranean arcology. Dubbed the Pangaean Arcology by the researchers (and the Mallary Hill Arco by the refugees after his death during the 1996

invasion), the large facility is capable of holding the 3450+ refugees. Plans for subterranean expansion and connective passages to the Davis station are made for later that year.

To solve the severe problem of exposure to the harsh UV rays of the surface the labs at the Davis station and the Pangaea Arco work toward chemical compounds with a bit more permanence than the current UV Blocker Cremes.

**1999:**
Arriving in stealth transports by air from the North, comes the second invasion force from the Harrad Dictatorship. The Katabatic Winds of the season (sometimes reaching 300km/hour) reduce the invasionary force greatly, but not before the remaining craft saturate Prydz Bay and the surrounding area with heavy bombing. Davis Australia Research Station and the remnants of the original pirate fleet are destroyed. Only those in the Pangaea Arcology survive; concealed by new snow, it is undetected.

With the world thinking the Davis Australia Research Station destroyed and the refugees and scientists killed, the ice continent returns to the previous quiet of its isolation.

**2000:**
A drought in Argentina results in an 87% reduction of food crops. The country falls into a deeper depression, and starvation and malnutrition become big killers. The country cries for aid from Harrad. When that doesn't work, the people try to leave the country by the hundreds of thousands. Harrad orders his border patrol to shoot at will anybody trying to leave. Those not killed are turned back. For two months the populace simmers in anger in their impoverished hovels. On Christmas Eve in the year 2000, the citizens of Argentina revolt en masse. "Argentina Burns" cries the world press as the rioting crowds set fire to any building connected to the running of Harrad's Nuevo Partido. Harrad is pulled kicking and screaming into the Plaza De Mayo in Buenos Aires and literally torn to pieces by the raging crowds.

**2016:**

phosagens, which are short term energy sources for muscles. This muscle mass will also break down when food is lacking and provide a protein-based source of biological energy for its owner. This means Antarcticans can go further on less. This is usually the second adaptation applied to Collective members, if a genetic scan says they are compatible. Otherwise they are given adaptation four instead. Only a few people are unable to receive one or the other of these two adaptations.

3. This adaptation allows them to metabolize foodstuffs more efficiently. The human form only utilizes about 14 percent of its intake of food as energy. The adaptation increases this to approximately 35 percent. This increased efficiency means Antarcticans can do the same amount of work as normal humans with less food and water.

4. This modification allows the body to regulate the storage of fat in specialized fatty tissues. It also allows regulation of the body temperature and energy expended. This, like adaptation number one, ensures greater long-term stamina, in a period without food, and greater longevity in the bitter cold environment.

5. This last modification allows control of the cardio-respiratory and circulatory systems and and makes respiration far more efficient. This allows their bodies greater control of body heat and moisture. A small number of these people can actually enter a limited hibernation that would allow them to survive in conditions previously unthought of by humans.

All of these characteristics would allow the average Antarctican a more than fair chance to survive for limited periods of time outside with little artificial means of protection. However, only about 20% of the current adult population has undergone the total transformation. Adults begin to develop complications when too many modifications take place in too short a period. The process is being refined to reduce side-effects such as cancer and immune-deficiency. Children have had few of the complications that adults have and 50% of the prepubescent children have been totally modified, with a failure rate of about 1 in 1000 versus the adult rate of 1 in 100. It has been speculated that 1% of the population has been altered to utilize the full combat genetic engineering program rumored to be available to select persons of compatible genetic backgrounds.

**Antarctica Today:**

The Antarctican Collective is slowly gaining acceptance from the world, suffering only one terrorist attack from a remnant organization of the Harrad Dictatorship. Its early (and much unexpected) support from the Euro Theatre helped it get a foothold in the Euro and World Market, its mineral goods and enfran-

chisement of mining rights to other countries earning it billions in its initial year (and earning European investors many more).

Even though the current government of Argentina is the Democratic People's Liberation Party, led by Paulo Montras, Argentina turns a cool gaze at the collective. The feeling among many Argentineans is that those who fled in the early years of the Harrad reign abandoned their country instead of remaining to help the fight against Harrad. The Collective cannot adequately answer these accusations and therefore remains defiantly silent.

With the money made from export and investment, Antarctica continues to build new arcologies and expand the Pangaean Arcology. In the perpetually dry valleys and moraines of the Transantarctican Mountain Range, "Mother Loaders" deposit tons of equipment and material for the construction of new sites. Mobile mining rigs bore vast tunnel systems in the space of months to be filled with the plastic and ceramet skeletons of what will be the galleries and trans-ways of the new Arcology.

REVOLUTION Genetics Incorporated is acquiring a name as one of the premier biological and genetic research companies in the world, much to the ire of such companies as BIOTECHNICA and Neil-Roman Pharmaceuticals. Many physically and genetically-superior Antarcticans are gaining employment as bodyguards and mercenary groups outside their country and with other companies. Many prefer their genetically-enhanced musculature and central nervous systems to the metal-grafted and generally psychologically unstable cyber-soldiers running around. Antarctican solos charge a high price for their services and can expect to get it. Unfortunately this doesn't endear them to many in the biz who think these "purples" haven't paid their dues in flesh and sanity to warrant such rates.

From their times of hiding when supplies were scarce (they had scavenged the nomad ships of all available resources), the scientists and engineers, both South American and Australian, had to come up with alternative materials to house and clothe themselves. Turning over nearly one-half of their available hydroponic labs to genetically-altered plants, they experimented with organic fibers and plastics. Bioplast and organically grown fibers from the altered filaments of fibrous plants and mushrooms were the result. Although useful and created in enough quantities to service the entire arco, the Antarctican Collective is now turning to higher tech building materials.

Later in the year, the geothermal core station will be completed. Plunging deep into the Earth, the geo-thermal station will power the entire collective. The UV/solar converter fields will be used to supplement this energy source. Plans are also in the works for their first fusion reactor.

For years no attention has been paid to the area of Prydz Bay, where over three tons of high explosive scoured away two hundred scientists and about four thousand political refugees. But in July of this year, surveillance satellites record unidentified movement between the areas of 85-70 degrees latitude and 70-120 degrees longitude of Eastern Antarctica, an area previously thought uninhabited since the destruction of the Davis/Pangaea stations. Highly magnified spysat shots reveal the presence of mobile/automated mining stations and mobile petroleum drilling platforms. Action to investigate the area is confirmed when in September the spysats pick up the tell-tale honeycomb pattern of UV/Solar energy converter fields in clusters around the Grove Mountain and Prydz Bay area. All over the world questions are posed and accusations made as country after country demand the identity of this mysterious yet elaborate operation. A joint Euro/American investigative team is sent to positions 35Km South of Prydz Bay. Some time in early October the team disappears without a trace. The previous activity spotted by the spysats suddenly stops, the only evidence being the sets of five-meter-wide tread tracks left by the mobile platforms and automated mining stations. Attempts to track the trails to a specific location prove fruitless. Further notions of surveillance teams being sent into the area are shot down.

**2017:**

February 14th marks the mysterious return of all twenty of the original surveillance team members. They arrive by a fortified cargo VTOL in Australian air space. The enthusiastic team is transported to the EuroTheatre immediately, where they tell of an underground arcology expanding for miles into the sub-glacial plateau, a paradise of hydroponic gardens and genetically engineered plants and other foodstuffs. Also the team delivers a message from the Arco's magistrate: Senator Freianna VarTett. The Senator/Magistrate invites dignitaries of the EuroTheatre to tour and experience the Pangaean Arcology. When questioned as to

her intentions, the surveillance team explains that Senator VarTett plans to call for an amendment of the 1959 Antarctica Treaty. Senator VarTett plans, confide the informed team members, to call for sovereignty. She plans to apply for independent governmental status in Antarctica.

**2018-2019:**
Over the next two years thousands of people come to the Pangaean Arcology, many from various governments, there to inspect the Arco and its many operations in mining and an unexpected commodity: Genetic Engineering. While the bureaucratic battles wage as to the legality of VarTett's "Antarctican Collective," a new corp based from the Pangaean Arco enters the world market. REVOLUTION Genetics incorporate new innovations in Genetic Engineering, generated out of necessity in the harsh climes of the South Pole. But late in 2019 the Antarctican collective becomes recognized as an independent governing body with exclusive mineral and other economic privileges. Many countries roar their disapproval, America included, but with the backing of the EuroTheatre countries, opposition begins to drop off. The EuroTheatre sees little use in denying Senator VarTett's request. To deny her request, they see, would result in very costly endeavors such as inciting a war with a people who are obviously equipped to deal with any sort of foreign invasion. The arco is so dug into the subglacial plateau that Mass-Drivers or nuclear weapons would be near

Right now the Antarctican Collective welcomes all visitors. The Pangaean Arcology is a massive underground structure with many white-paneled galleries and high-ceilinged avenues lit by bio-luminescent paints. Since its emergence into the Euro Market, the Pangaean Arcology has opened malls and even a hydroponic park. The automated mining bots continue their work far below the surface, creating more and more tunnels and chambers. For the new year, the arcology plans to open a large park and recreation area lit by natural light: a huge duraplast dome that will cap off the park at a height of 35 meters.

But behind all of its new openness, the Antarctican Collective is a very tense and wary nation. Thirty people were killed when a bomb was detonated in the Mallary Hill Memorial Shopping Mall, killing an envoy from the Federated Republik of Hileine as well as a visiting American journalist. An underground faction of the defeated Nuevo Partido claimed responsibility. The worry among the Antarctican Government is that the terrorists still reside among the Collective's population, waiting to strike again. So among all of its cheery extensions of generosity they keep a watchful eye and do not hesitate to remove and interrogate anyone even remotely considered a threat to the Collective or its people; all of it done very covertly, of course. The Collective recently negotiated a contract with Arasaka Securities INC to instruct their police and armed forces as well as supply them with updated weapons.

**People of the Collective:**

The Antarctican people are very patriotic, though slightly xenophobic, this stemming from their relative isolation. Their net space, once as barren as Antarctica itself, has become a busy causeway for the curious net-runner.

Visit, stay a while. The collective is eagerly looking for people experienced in cold-fusion reactors, bio-technology, and those willing to sell their services to the Collec[illegible]

goers on the stairs, taking second aim with his pistol pointed straight at me.

I ducked and ran into the room at the end of the hall. I threw myself around the corner, and out of the line of fire. I had to move quick, for I had already guessed what D'Arcon would do.

I barely placed myself in time, next to the side passage that led back down, parallel to the hall, by which D'Arcon had come up behind us.

D'Arcon rushed into the room from the passage, quicker than I expected, so I had to strike from behind. I drove my stake into his back. Only the fact that he momentarily halted to search for me allowed me to place it correctly. It struck deeply and on target.

He fell, his half-scream ceasing before he hit the floor, his body taut in a paralytic rigor.

I ran down the passage from whence he had just come, reaching into my purse. I pulled out the .32 snub-nosed revolver and jumped into the first hallway, through the door D'Arcon had left open behind him.

Framed in the door to the room at the end of the hall, staring down at D'Arcon, was the gunman from the stairs. I shot three times in a row, placing all the shots into his back. He gurgled and slumped over, his limp hand dropping his gun as he hit the floor.

I walked carefully forward, my revolver still trained on him. He was quite dead. All the bullets had exited out his chest. One had penetrated his heart and the blood was gushing out of the front exit wound. I glanced over at D'Arcon to see his hungry and hopeless gaze, watching the blood pool onto the fine carpet.

I went back into the hall and retrieved the doctor's bag. I placed it next to D'Arcon and pulled out the wood-axe. D'Arcon's eyes bulged, pleaded, cursed and begged all at once.

I brought the axe up and down with an awkward motion, but it was effective nonetheless, severing D'Arcon's head from his body.

But he shouted one more thing before his existence was shut out forever. It must have taken a phenomenal will to overcome his paralysis. But what he said revealed a phenomenal desire.

I had misunderstood from the start. I had seen Robert's kidnapping as a malignant and perverse act of evil. But it was the very opposite. A desperate reaching out from eternity.

His last words were: *"Robert, I shall forever love you."*

I must pause now, for I can write no more. I will start again later. I am too tired to finish this yet.

## 22 October 1991

I had triumphed in my quest. I had destroyed D'Arcon, the vampire captor of my brother.

But Dr. White had been killed, so pettily, by a bullet. This man had risked mythical, antiquated horrors only to be brought down in less than a second by a gun, the triumph of the Industrial Revolution. I mourn for him. Him ... and another more dear.

I picked up the bag and continued onwards, calling Robert's name. I fully expected to meet another vampire, for William had implied that there were more. Robert did not answer me, and I was about to go down another set of stairs, when I heard a sob in the far corner of the next room.

I slowly, cautiously entered, gun in one hand, stake in the other. In the corner was Robert, staring fearfully at me. When I walked forward and saw him better, I knew why he feared me.

His skin was so white. He was thin, as if he had not eaten for days. I knew what he was. D'Arcon had done the deed, and Robert was now a vampire.

*"It's not fair,"* he sobbed. *"I can't defend myself against you. Please don't do it."*

I did not reply. I did not know what to say.

*"I'll leave,"* Robert said. *"I'll go far away, and you can forget about me. Just let me live."*

He said this with so much passion, so much lust for life, that I was almost swayed. But I knew what he was. I knew what he would soon do to others to buy more of the life he wanted me to spare. And after enough years had passed, what he would do to another to escape his deep loneliness.

*"I have to,"* was all I said to him.

He did not resist. He could never fight against me. He had always given in.

God, what am I? He was my brother.

The stake went in easily. I pulled a muscle while swinging the axe. It still has not healed. Perhaps its pain will always be with me.

I left the house by the window the Doctor had entered through. I was unhindered by any of the partygoers who saw me on the lawn. I made an anonymous call to the police about a murder at the house so that they would be able to bury the Doctor. He was a good man.

I am all alone now. I have not the strength to continue running the business any longer. I am considering what to do next.

I have always loved the woods. And snow. I think I shall move away from all this, to the mountains, and start over.

JANET AULISIO 1992

# Chapter Two: The Hunt

*By the cold breast and serpent smile,*
*By thy unfathomed gulfs of guile,*
*By that most seeming virtuous eye,*
*By the shut soul's hypocrisy;*
*By the perfection of thine art,*
*Which passed for human thy own heart;*
*By thy delight in others' pain,*
*And by thy brotherhood of Cain,*
*I call upon thee! and compel*
*Thyself to be thy proper Hell!*

— Lord George Gordon Byron, *Manfred*

It is dawn again: safe to come out. Others are rising in their homes all around you, gobbling up their quick breakfasts as they rush out the door to catch the bus or the car pool of coworkers, on their way to 9-to-5 jobs. Ordinary jobs, not like your job. They would not understand your job. They do not believe in it. But you know too well that what you can't see can hurt you. Bite you.

Your job is to hunt Vampires. You rise at dawn, but from then on you and the rest of society differ. You know that the night is too dangerous to walk, especially since They, your prey, know of you, and might recognize you. Only the most important tasks are performed at night, the ones that cannot be done any other way. By day, They are weakest and that is when you must attack. But finding Them is the hardest part. You must find Them before They can find you.

The Hunt is hard, harsh and hellish. Why would anyone want to take up this insane occupation? And how do they do it, anyway? These are the questions answered in this chapter, which aims to give insight into the Hunt itself, its motives and its methods. Who they are is answered in **Chapter 3**.

## A History of the Hunt

Legends tell that, long ago, there was once an accord between Kindred and kine, Vampire and mortal. The ancient city of Carthage was a place where humans and Kindred lived together in peace. Unfortunately, the Malkavians and Ventrue of Rome became jealous of it, and set about to destroy it. Since then, never again have human and Vampire lived together in harmony.

During the time between the fall of Rome and the late Middle ages, Kindred grew strong in their power and terrorized mortals. The collapse of civilization had aided some Kindred, allowing them to rule certain regions with superstitious terror, such as the area around the Balkan Mountains. But the power of the Church rose regardless of Kindred plots to stop it, and during the Inquisition, witches, werewolves and Vampires all met their end.

A most dangerous and devout man led the Inquisition in Spain, a man called Torquemada. Besides waging his war against non-Christians, he discovered many of the local aristocracy to be controlled by Kindred, and so ordered some of them to be tried for heresy against the Church and burnt at the stake.

It is a modern belief that he instituted torture mainly because he was sadomasochistic. This may well be true, but at least part of the reason was to inflict bodily wounds upon the Kindred. As soon as they used their control over blood to heal the wound, or if the blood flowed but little, Torquemada would have proof that they were Vampires. He was well-versed in the lore of the Kindred.

The hunting madness spread, with witch-hunters moving out from Spain, heading into Italy and England. Kindred went into hiding, but for some it was too late. Angry villagers, caught up in the fervor and sometimes goaded on by other

Vampires, marched on ancient Havens with fire and wood, ending the eternal unlife of many Kindred.

It was not only Kindred who the great hunt fell upon, but witches also. Anyone who spoke with spirits was likewise punished, for the Church would brook no truck with supernatural forces.

But not all those burned at the stake were witches. Many were innocent mortals. Far, far more innocents died in the Inquisition than did Kindred. Mortals can cause destruction and havoc on scales undreamed of by even Kindred.

Many Lupines were also destroyed. Most of them fled into the dark depths of German forests, which the mortals were still superstitious of and feared to go. France still has a few *loup-garous* left today.

The result of all this mortal madness was that Kindred finally came together and made a plan. They would go underground, hiding all evidence of their existence. They would make sure the stories about them were believed to be fables and myths. Stiff penalties were created for violators of these new rules. They called it the Masquerade.

It was a great success in hiding the fact of their existence from mankind. Since then, most people believe Kindred to be nothing more than creatures from the pages of horror stories. The gothic novels of the early 19th century did nothing to convince anyone otherwise, although some were genuine attempts to communicate the existence of Vampires to mankind.

The Romantics also had their share of Vampire devotees. Keats, Shelley and Byron all wrote poems alluding to vampiric presences. Byron even began a fragment of a Vampire story, but only got as far as the first three pages. His one-time doctor, Polidori, took what he had written and rewrote it, expanding it into his story: "The Vampyre." Perhaps these poets were all trying to warn others, in their own way, of the Vampire menace.

There are many groups throughout history who have made their mark on the Kindred. The Inquisition, now called the Society of Leopold, still carries on the battle to this day. The Arcanum has existed since the late 19th century, and they delve ever deeper into Kindred secrets. The Magi have been the enemies of Kindred off and on throughout the years, although some of them have also been their allies. Werewolves have always hated the Kindred, and may well continue to do so until the Earth has died. In modern times, the F.B.I. has turned its efforts to uncovering persistent rumors of Vampiric existence, posing a dangerous threat to the Masquerade.

And there have always been those unsung individuals who have taken up arms against the Kindred. They have no histories but their diaries, most often lost in the attics of their families, or moldering in dusty library collections. But they have made their mark anyway, for because of their efforts, the Kindred fear the hunter.

# Why?: Motives

No one takes up a dangerous and life-threatening calling without reason. A Hollywood stunt-man perhaps craves the thrill of danger. An infantryman could be answering the call to his sense of duty. A Vampire hunter must also have a reason for her madness.

A hunter must have a motive. This represents the reasons for her hunting, the cause perhaps of her long, dark night of the soul. Motive also gives clues as to the goal of a hunter, whether it be destruction or questioning, torture or enslavement.

There are many different motivations for hunting the most terrifying creatures on earth: revenge, hate, sense of duty, control, power, curiosity, thrill-seeking and insanity are just the most common.

## Revenge

The hot, burning desire for revenge is one of the most common causes of the hunt. It is usually directed against a single Vampire or his brood. Perhaps the Vampire killed the love of the hunter's life, or perhaps a relative or friend. In return for this horrid deed, the hunter takes up a vendetta against the Vampire. These hunters are quite dangerous,

because they are so powerfully driven by emotion, and their goal is destruction. But they tend to run out of fuel after their success (if they are so lucky). They will usually end their hunt then, but can provide information and advice to other hunters.

## Hate

Hate is a longer-lasting motive than is revenge. It is usually directed against all Kindred, regardless of who or where. Genocidal eradication of all Cainites is usually the goal here. This can be the cause of a life-long hunt, with the hunter never resting until all Vampires are eradicated from the good green Earth.

Lupines are one such race that harbors intense hate against all Vampires. While they rarely actively hunt them, pity the poor Cainite who accidently wanders into their territory.

## Duty

A sharp sense of duty is another cause of the call to the hunt. There can be many types of duty claimed, but Vampire hunters usually perform their deeds in the name of a religion or a desire to save humanity from its predators. This is often a life-long crusade, and is sometimes handed down to others in order to *"carry the banner onward."* Since the reasons are high and broad (duty to God, duty to humanity or life itself), these hunters are seldom swayed by pity. They may feel it, and hurt deeply for it, but it seldom changes their actions. They know what they have to do, and they are going to do it come hell or high water.

The Inquisition is one group which believes it to be its moral and Christian duty to destroy all Vampires.

## Control

Sometimes control of the Kindred is what a hunter seeks. She may have various reasons behind this, involving a plethora of plans or uses to which she can put Vampires. The goal is often confinement of Kindred, or the hampering of their movements, rather than destruction. Perhaps the hunter is a scientist who envisions a planned destruction of various "unsavory" elements in society and, discovering the existence of the Kindred, plans to use them to perform this destruction for her. Sometimes, the hunter will desire that the Kindred not be aware of her personal motives for hunting them. This is an extremely tricky and dangerous task, as it requires great, indeed Machiavellian, political maneuvering skill. The problem is that few possess this skill better than Kindred. It usually comes down to a race to achieve one's goals before the Kindred can discover what they are, or that they are being used as the agents for those goals.

## Power

Power. Everyone wants it, even if they want to use it only for good. But those who hunt Vampires for power rarely do so for any but selfish reasons. This often entails first achieving control of the Kindred, so this motive is closely related to the control motive listed above. On the other hand, destroying Kindred can be one of the ways of gaining power, perhaps from their blood. This makes this a much more dangerous route than simple control, as the danger becomes obvious to Kindred very quickly.

## Curiosity

There are a multitude of reasons someone could be curious about Vampires, but it most often comes down to sheer desire for knowledge. It is said true knowledge is only gained at one's peril, and this is never more true than in this case.

The Arcanum seeks such knowledge, and since they risk shattering the precious Masquerade in their search for it, few Vampires willingly give up their secrets. Any mortal who gets too close must disappear.

The Magi vary in motive, but it usually involves a mix of control, power and especially curiosity. How can one understand the vital, inner workings of the universe if the secrets of this night-race are not discovered?

## Fun

It takes a lunatic, or a person without fear, to purposely hunt Vampires for the thrill of it. The real scary thing is that you might actually impress a Malkavian. And then he may invite you, whether you like it or not, to a romp through immortality. Unbalanced people, who live too much in fantasy worlds, may take up this path, thinking it to be a new version of cops and robbers — "Fun and Fangs." They will probably come to a rude awakening sooner or later (probably sooner).

But there are genuinely powerful people out there who are hunting Vampires for fun. They are usually already familiar, and hence jaded, to the supernatural. Some examples are ghost-hunters, or a parapsychology professor whose seen so much that nothing surprises him anymore. Or perhaps they are young punks out for some action, drinking Vampire blood and being Ghouls just for the sheer hell of it.

Destruction is usually not the goal of these thrill seekers, but if the fancy hits them, they probably would not be too adverse to it. Playful curiosity or one-upsmanship games may be their purpose instead. Either way, other mortals should steer clear of these types, as they may get dragged into one of their games.

## Insanity

Sometimes you just have to be crazy to hunt Vampires. There are some hunters out there who have lost their grip on sanity, if they ever really had it in the first place, and hunt the Kindred for a variety of mad reasons. Generally, an insane hunter also has one of the above motives fueling his insanity. Maybe the intense passion for revenge has unhinged the

hunter's grip on reason, or the fun he has hunting them has caused him to lose touch with reality.

These hunters may seem quite sane to others until the trigger for their madness appears. The sight of blood may cause the wealthy entrepreneur to freak out, causing him to run screaming out into the night, flailing a broken, splintered table leg as his dinner guests gawk after him in astonishment.

These hunters are a danger to any fellow hunters with whom they hook up. Their unpredictability means they could be as dangerous as the Kindred. Who knows — they may become so mad as to forget who they are and what they are doing, and even side with the Kindred to hunt humans instead. These converted hunters are favored by Malkavians as 'raw material' for the creation of Ghouls. As insane as they may be, the Blood Bond caused by their drinking of Vampire vitæ ensures their loyalty.

Of course, these do not cover the full gamut of human (or inhuman) emotions and desires, so a hunter may have a different motive altogether for his hunt. Many hunters have a combination of the motives listed above. Revenge may spur one towards a hunt, but everlasting hate may be born from that hunt. Some hunters seek to control Vampires because they are curious about them, and they feel control over them is necessary to get their questions answered. The Storyteller should feel free to come up with interesting motives for hunters.

# How?: Methods

Once a hunter has reason to take up a hunt, she must know how to go about it. Does she use the methods of science to come up with ways of stopping the Kindred, or does her religion guide her on the quest? Does she use magic to control them, or trickery to play them like chess pieces? Or maybe she uses her street-learned investigative skills to find them, and then big guns to destroy them. Below are listed some of the methods hunters use to hunt Vampires. Most Vampires hunters can be fitted into one of the categories below, and sometimes they use combinations of methods.

## The Scientific Method

This is the method used by scientists, inventors and anyone who hunts Vampires with the aim of using the technologies and theories of science to defeat these mysterious foes. Scientific hunters usually believe Kindred are not supernatural beings, but simply humans with undocumented and unstudied conditions. They believe that, given time and study, science will come up with an answer to the Vampire problem.

The scientist hunter is usually an obsessive character, with a pet theory she is out to prove. Maybe she believes Vampires are an evolutionary offshoot of humans, and needs specimens to experiment with. Or she is searching for a cure to many of the devastating diseases afflicting humanity, and believes the blood of Vampires holds this cure. But Kindred will not give up their blood willingly.

Or perhaps she is searching for a cure for vampirism, to turn the Kindred back to their humanity. She may even seek the aid of Vampires in this, and there are many Vampires who would give up their paranoia to aid in a cure for their cursed condition.

The scientist has an advantage over many of the other types of hunters. She is innovative, and can invent new techniques and equipment with which to fight the Kindred. Many hunters are bound by their traditions and stick to them dogmatically, believing any deviation could be fatal. But the scientist is constantly pushing the bounds of what is known, breaking the barriers of imagination. Nothing infuriates her more than being told something is impossible.

But she too can become wrapped in her own theories, and refuse to give them up, even when proved wrong. This can prove to be fatal for her and her aides.

The most common motivations scientists have are curiosity, sense of duty (to humanity), power, or control.

**Equipment for the Hunt:** Scientists can have a huge variety of odd and unusual equipment to fight Kindred with. In **Ashes to Ashes**, a scientist developed special lights which could harm Kindred. In **Succubus Club**, a scientist created a disease that worked on Kindred blood. When creating weapons against the Kindred, the scientist's imagination and perseverance are the only limits.

Areas of interest for scientific hunters to study could be weapons which do aggravated damage to Kindred, or substances which can poison their blood. They could perhaps devise new Kindred repellants, more consistent and effective than crosses. Maybe a scientist has an idea on how to concoct a serum which would make humans immune to the Embrace — the problem with this one is in finding test subjects.

**Restrictions:** Few who follow the Scientific Method have a high Faith. They are mostly concerned with the secular workings of scientific laws and theories, and have little time or interest in the spiritual truths. Scientists rarely have Thaumaturgy spells, for the working of magic is generally refuted by science. Most believe magic to be mere trickery and hypnotism. However, there are a few true scientists interested in parapsychology. They will probably not have such abilities themselves, but they may have insights on their use against Kindred.

## The Religious Method

This is the method followed by those whose religion and faith guide them in their hunt. The tenets of their religion are both the source of their strength and of their limitations. Faith can give amazing resilience to a person, but can narrowly define his beliefs and perceptions also. Too much reliance on the age-old traditions can lead a hunter to some startling

conclusions —too late. If his faith is not as strong as his overconfident belief in his holy symbols, then he is in for a surprise when his first Vampire does not flee at the sign of the cross.

The motivation behind this method is often a sense of duty. The laws from on high may demand the eradication of all Vampires, or maybe they state that the hunter must take up the crusade to protect his fellow mortals from the bite. If the religion is voodoo, then control or power may be the motivation. The houngan seeks to gain control of the Kindred, as he does over the other dark forces, for his own magical purposes.

**Equipment for the Hunt:** The only information most beginning hunters have to go on concerning their prey are the myths and legends about them. In reality, most of the legendary methods of destruction of Vampires are useless, but most hunters have not discovered that yet. So, they carry around a stock of items which they will, sooner or later, sadly discover to be worthless. But, if the hunter has enough Faith, many of the following items will see him through to the next dawn.

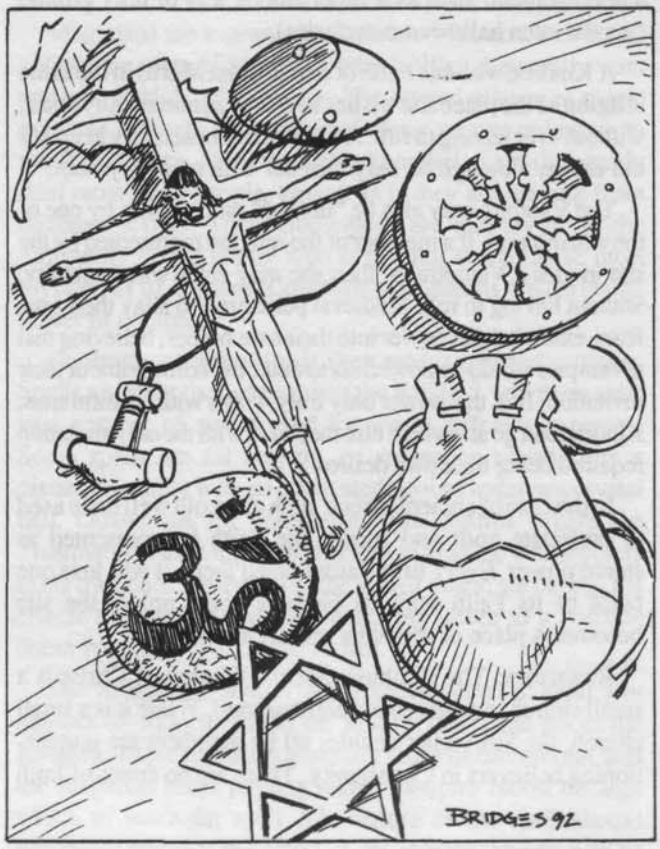
The items listed here will only work with a successful Faith roll, made against the Vampire's Willpower. This is a reversal of the rules in **Vampire**. In a hunters game, the hunters should be the active dice rollers. In a **Vampire** game, use the original rules, or have the hunters and Vampires oppose Faith and Willpower against each other, the combatant with the highest number of successes winning. See **Chapter 4** for more complete Faith rules.

## The Armor of God: Holy Symbols:

In legends, the presentation of a holy symbol to a Vampire will cause it to turn back, to cringe from the symbol's power. The power, though, is in the user, not the object. It is actually his Faith, his ability to channel his belief in his vision of the All, that causes this effect in Vampires. Why? There are as many theories on this as there are religions in the world.

The most famous of these in Western Vampire lore is the Christian crucifix. It is so widely known to repel Vampires that even young neonates may shrink from it due to simple belief in its effectiveness. But other religious symbols can be equally effective in the hands of one who has the Faith to use it. This can be an American Indian shaman's sacred medicine bag, or the sigil of a voodoo loa. It can be an idol, such as a representation of the Buddha (sometimes, rubbing the Buddha for luck really does work!), or maybe Taoist Exorcist calligraphy.

The referee (or player) should decide what religion the hunter follows, and then determine the symbol which best represents the religion's power over the forces of darkness (even if it is just control of these powers, such as in voodoo). Then, the hunter must have this symbol to use to turn a Vampire with his Faith.




## Where Evil May Not Tread: Holy Ground and Sacred Sites

A hunter can also rely upon certain places where Vampires may not be able to enter: places with Faith. Churches, sacred sites, ancient pagan places of power, and Indian burial grounds all have 'reserves' of Faith a hunter can call on to augment his own innate Faith for the turning away of the Vampire. Without someone to use that power, the potential will remain dormant no matter how many Vampires visit the location.

The referee should determine a base Faith stat for the holy site, based on how many devout worshippers regularly worship there, or believe in its existence and power if it is an unfrequented site such as the Indian burial ground. This base Faith is added to the hunter's when used to resist the Willpower of a Vampire attempting to go where she is not allowed.

If Faith is more successful than a Vampire's Willpower, the Vampire will find herself unable to walk onto the ground. If she persists in this attempt, she must make a successful Courage roll to prevent going into a Frenzy and fleeing in abject fear from the place. The number of successes the Faith roll succeeded by adds to the difficulty. A botch may give her

a derangement, such as a superstitious fear of holy ground (maybe even hallowed cemeteries).

A Kindred who has Faith (a seven-point Merit) in the same religion as the place she wishes to go can automatically enter, without ever having to roll. A hunter cannot actively keep her out either, although he may turn her with a holy symbol.

The Vampire may also be "invited" onto the site by one of the worshippers. If a member of the religion represented by the site invites a Vampire in, then she may enter with impunity, without having to roll. Medieval peasantry, to allay their own fears, extended this power into their own homes, believing that a Vampire would be powerless to enter the home without their invitation. But, this power only truly works with Faithful sites. Kindred can go anywhere else they like, with the only invitation required being their own desire.

In the case of ancient places, such as an old well once used to propitiate gods and spirits, the Faith is represented as stored power. Every time Faith is used there, it will lose one point of its Faith until its Faith is gone, unless the site becomes a place of religious revival afterwards.

**Examples:** The Elmhurst Second Church of Christ is a small church in a suburban neighborhood. While it is a small church, the Storyteller decides all its members are unquestioning believers in Christianity. There are no crises of faith in this neighborhood. On the other hand, there is also no real devotion either, just day-to-day belief. Hence, the Storyteller gives the site a base Faith of 1. The presence of an aware hunter can perhaps keep a Vampire from entering.

The Fujikawa Shinto shrine, in a secluded mountain district of Japan, has a small membership also, but its members are all monks, living their lives in devout contemplation of Divine Nature. Since few people rarely come to defile its grounds, except pilgrims well-versed in the proper ways, and since its monks are all devout and live full-time at the shrine, the Storyteller gives the site a base Faith of 5. A Vampire would be very hard put to enter the shrine were anyone to resist her. This would be a great haven of safety for a hunter, but only monks may stay here. If the hunter was granted the privilege of staying, he would not be able to leave until he finished his long initiation and purification. This would take him out of action for a while.

The only sites with a 10 Faith are those considered most holy in the world, and believed to be the center of a religion, such as the papal chambers in the Vatican (Roman Catholic), or the Masjid al-Haram in Mecca (Moslem). It does not matter what the number of worshippers are, as long as they all agree that the one site is the center.

## Food of the Gods: Sacraments

Some items blessed through a religious ceremony may also have an effect on Vampires. A Vampire who ingests a peyote button after it has been blessed in a Native American Church ceremony may have a truly terrifying experience, and may take aggravated Health loss as the drug goes through his system. The consecrator's Faith is opposed against the Vampire's Willpower to discover if the effect is ill.

The most famous of these blessed sacraments is holy water. In the hands of a truly faithful Christian, this water can disfigure a Vampire horribly upon contact (aggravated damage to the Vampire). The Faith roll is made from the Faith of the user, not the consecrator, with the number of successes being the amount of health loss to the Vampire target.

But Faith can also perform miraculous deeds. If a priest performs the Catholic liturgy, can he transform the wine and bread into the actual blood and body of Christ? If his Faith is strong enough (his Faith versus a difficulty of 10, with no modifiers and three successes required), a Vampire may then drink of this blood (sacrilege!) and attempt to gain nourishment from it. She must roll her Humanity -3 versus a difficulty of 10. If successful, she gains nourishment (the number of Faith successes being the number of Blood Points) and an automatic Faith stat of 1 (a seven-point Merit!). The Vampire may also gain the Flaw: Prey Exclusion: Catholic Priests.

If she failed, the Vampire takes the number of successes the consecrator's Faith succeeded by in dice of aggravated damage. If the Vampire botched her roll, he takes double

damage. Two botches means automatic death (this is the blood of Christ!).

**Garlic:** This does not really work, but some hunters are so persistent in their belief in superstition, they can roll their Faith (- 5 dice) to oppose a Vampire's Willpower. If successful, what do you know — it worked! This success would horribly confuse most Vampires.

**Mirrors:** Again, as with garlic, we know this does not work — Vampires do show up in mirrors. But, Faith works in well-nigh supernatural ways at times, and if the hunter is trying to identify a Vampire with a mirror, and succeeds in his Faith roll (- 5 dice) — lo and behold, that strange person casts no reflection! A Vampire will still see his reflection, and may be confused at what the mortal is ogling at in the mirror.

**Restrictions:** The laws of behavior outlined by the hunter's religion give him the restrictions under which he must work. A shamanistic hunter may refuse to use modern technology, seeing it as an insult to the spirits. An evangelical Christian may refuse to use spells or parapsychological abilities, seeing them as marks of the devil.

## The Occult Method

This method uses the powers of magic to perform its deeds. It is used by Magi and other hunters whose principal means for hunting Kindred involve Thaumaturgy. It is also used by supernatural beings, such as werewolves and ghosts, who hunt the Kindred.

### Those Who Share the Night: Supernatural Hunters

There are many hunters of Kindred who, like them, are also on the other side of the veil of reality, or at least have glimpsed beyond it. These are the other supernatural denizens of the world, or at least the half-world. Many of them hate the Kindred for their own reasons, and those who would hurt the Kindred can be considered as hunters.

**The Magi:** The Kindred are gifted with superior knowledge and experience. They know many of the secrets of the night denied mortals. But there are orders among humanity which know deeper secrets of the elder lore than most Kindred, knowledge which has been handed down to them from long ago. Knowledge which, even more important, they understand. They understand Magic.

These mortals have special methods for dealing with the Kindred. Some possess spells by which they can control the Kindred, usually aimed at forcing them to reveal their secrets, or preventing them from venting their thirst on a certain populace. Their vast store of arcane magic is mind-boggling, and there are even sorcerers comparable in age to a Cainite Elder. The attainment of immortality is often one of their first goals in their quest for infinite knowledge.

Magicians are a strange and uncanny lot, and their motivations are often hidden from others. What they really want and why is nigh indiscernible. The art and science of magic involves intimate knowledge of many secrets unknown to modern society. Magi with this knowledge act differently than most other people, almost as if they are reading from different scripts. Their motivations are entirely up to the Storyteller or the player who is playing one of these most mysterious of humans. Common motivations are curiosity, power or control.

**Equipment for the Hunt:** Their *modus operandi* is magic. Spells are what they use against the Kindred, and there are a vast number of spells used for many different purposes. Some spells are for scrying, or spying on others from a distance, usually with an enchanted pool of water or a crystal ball. Others are for domination and control, where the Thaumaturge uses mystical shackles to bind the will of others to his own ends. Perennial to the lore of magic are curses, the effects of which range from annoying itches to a horrible doom brought down on the victim.

The Storyteller should feel free to come up with any number of ways in which the Magi's spells can affect the Kindred. These spells are generally ritual or ceremonial, and the magician must possess some Vampire blood through which to work the spell. The nature of the spell should determine whether the blood of the specific Vampire to be affected is necessary, or if any Kindred blood will do. Spells of domination could perhaps require blood from a Vampire of a previous, or earlier, generation than the Vampire to be affected. Spells of physical control, though, should require some of the blood of the Vampire in question, to set up a sympathetic link. Some sample spells for Vampire hunters are given in **Chapter Four.**

Some rare Magi also have Faith, and the combination of Faith and Thaumaturgy makes them daunting hunters indeed.

**Restrictions:** Any restrictions a mystical hunter has are those she imposes on herself, such as a vow never to exit her home on Tuesdays. Vows are given in trade for magical power, for great power sometimes requires sacrifice and discipline. A diabolist may make a pact of servitude with the dire being she summons in return for power.

Often, though, these vows are only minor, and may seem silly and nonsensical. They are usually ancient, having been handed down since the original creation of the spell. The particular conditions in the ancient world that gave rise to the spell's limits may seem quite logical within their context, but usually the rationale has been lost in the mists of time, and now they seem to have no rhyme or reason.

The consequences and nature of these vows are up to the Storyteller and the player. Be imaginative in coming up with odd ones that add flavor to the Story.

**Lupines:** The Kindred are not alone in the night. While they plot behind locked doors in their tall skyscrapers, out in

the hills and woods a deep, terrifying howl can be heard. Even the toughest and oldest of Kindred feel the chill rushing up their spine as the Beast in them responds in unreasoning fear. Fear of the Lupine, or werewolf. There may be others who hate the Kindred more than these tribal beasts, but few are so dangerous.

**Equipment for the Hunt:** The claws and teeth of Lupines do aggravated damage to a Vampire, and their hate of the Kindred means they will not stop attacking until it is all over for one or both parties. Lupines are truly terrifying on their own turf, and are only slightly less so on another's. While they can be outsmarted, a meeting with one usually means it is too late for thought anyway.

**Restrictions:** Luckily for Kindred, they mainly keep to the countryside. Occasionally, however, they venture into the suburbs or even the city's heart to wreak their havoc.

**Spirits and Ghosts:** Sometimes, when you are alone at night, voices can be heard. In the deep woods, streams seem to speak, and trees seem to reach out to passersby. Some old houses creak at night with the rattle of chains, and objects are thrown at intruders by unseen hands. These invisible and mysterious beings are known to humanity as spirits. Primitive tribes believe everything that happens is because of the actions of a spirit, but maybe the spirits have told them this to boost their own station. They have ever been capricious and hard to communicate with. Truth is illusion in the realm of spirits.

Spirits can be many different types of disembodied entities. Most often, they are the ghosts of the dead, lingering still in the half-world, afraid to enter the Light beyond, or unable to find it. But they can also be beings of Nature, such as animal helpers or guides, or the Nymphs of the water. Sometimes Spirits are confused with Faeries, and it is hard to say if they are not both.

There are a whole plethora of creatures and spirits of the night who have truck with the Kindred, for good or ill. However, Vampires and spirits do not always mix well. Spirits are usually the lingering souls of a dead being, whether human or animal. For some reason (guilt, love, hate, etc.) they have remained in contact with this level of existence. They usually revile Vampires for cheating the system somehow. They envy their bodies and continued existence with the living on a one-on-one basis. Also, they may shun the Kindred out of fear, especially more nature-oriented spirits, to whom the Kindred are unnatural anomalies.

Spirits denied their departure beyond especially revile Vampires. They envy the Kindred, who have freedom of

movement, while they are bound to wander the halls of their ancestral home, or the site of their murder.

**Equipment for the Hunt:** Spirits have a wide range of abilities to use against Kindred. Generally, though, the fear they engender in mortals does not work against Kindred. Kindred have already died, and although they do not wish to do so again, that initial fear of crossing the boundary between life and death is gone. Spirits' abilities usually involve turning the environment against the Kindred, such as by raising storms, or causing the earth to open under them. These powers vary greatly with the type of spirits encountered, and the Storyteller is encouraged to be imaginative.

**Restrictions:** Spirits are non-corporeal, and thus most cannot affect Kindred physically (except, as listed above, in their control over nature), unless the Kindred is in the astral plane. Ghosts are bound to a particular location, and cannot travel from it to hunt Kindred.

Of the other creatures wandering the world, the referee should come up with their reactions on a case-by-case basis. Who knows what the Faerie think of Kindred, for they have always been a fickle and fey race. Entry beyond the gates of Arcadia is denied Kindred, but occasionally, a tale or two is heard of Vampires who wander even that realm. Even the most steadfast laws of Faerie can be broken, and are broken all the time — but not without consequence.

## The Detective Method

This is the method for gumshoes, private eyes and hunters with the sharp reasoning skills of Sherlock Holmes. It uses deductive reasoning and investigation in tracking down the Kindred. The hunter is adept at finding clues or interviewing witnesses. If a hunter has a lead on someone who might be a Vampire, he then sets out to rigorously investigate his suspicions. The hunter will talk to many people who know the suspect, gathering discrepancies in their stories, and sometimes he will tag the suspects, carefully watching their movements for any revealing clues.

A good detective hunter is very dangerous to the Masquerade. Havens are not safe under the scrutiny of these trenchcoated voyeurs. Detective hunters are more skilled than any others at finding the Kindred.

The most common motivation is curiosity, but any other motive (such as hate) can fuel the hunt.

**Equipment for the Hunt:** The standard array of weapons can be used, such as stakes and holy water. Usually, though, guns are the most popular method. They can be easily concealed, permits can be found for them, and they do not raise as many questions as a bandolier of stakes. Some detectives are also part-time scientists, and can come up with odd weapons or tracking devices of their own. Others may have Faith or know a spell or two.

Stealth and Tracking skills (with specialties in Shadowing) are a must for trailing the Vampire back to her lair. Without it, there is no way the Cainite will miss the gumshoe following her, and she may decide to prevent the detective from future discoveries of her kind. Driving skill, with the specialty Following, is good. With this, the detective can secretly follow another car by changing lanes, varying speed, staying in the blind spot or taking side streets.

Security skill is useful for breaking into the Vampire's mansion once the detective has discovered its location. The Vampire may have set up many modern and expensive alarm systems, and a hunter will need to know how to breach these without triggering any of them. Also, Brawling and Melee skills are helpful in case the Vampire is old-fashioned and keeps devil dogs prowling the halls.

**Restrictions:** You have to be open-minded to be able to notice clues, and follow up on them. Detective hunters have few limitations, as they come from all fields of study, but they rarely possess great amounts of Faith or other powers.

### The Face Behind the Mask: Disguises

Sometimes you may not want to be recognized while performing your duty. In this case, it is best to have some familiarity with disguises. A host of skills is useful for this, such as Acting, Subterfuge, Mimicry, Camouflage, Fast Talk and even Hypnotism. But sometimes specific knowledge in looking like someone else is necessary.

**Disguise:** This is the Skill of pretending to be someone you are not by looking and acting like someone else. This someone else can be a real person or a fake personality you use to talk your way through things, such as disguising yourself as a famous reporter so you can get a press pass, or maybe a fictional reporter "character" you routinely use to get the badges. It almost always requires materials such as fake mustaches, costumes, and even special effects makeup. If you are trying to pretend to be someone else without any of these items, simply use Fast Talk or Acting skill, but the Storyteller may assign a higher difficulty.

When creating the disguise, roll Disguise + Manipulation. The number of successes is the number you can subtract from the Difficulty roll in any situation that tests your disguise, such as convincing a hotel clerk that you are indeed the sister of the guest in room 23A. Roll Fast Talk (or Subterfuge) + Manipulation, with the number of Disguise successes when you made the disguise modifying the Difficulty number. Or, if you try to convince the police that you really are the mayor, roll Acting + Manipulation, with the Difficulty modified by your Disguise success. A botch means you have not noticed a flaw in your disguise, and someone who is actively searching will notice your real identity.

- You can use a fake beard to fool a passerby, but you may need to hide behind a newspaper while doing so.

•• You can create a different enough look to check into a hotel and not be recognized.

••• You can create a character who you routinely disguise yourself as.

•••• You are an expert with special effects makeup and can make yourself or someone else look completely different. This disguise can get you through an intimate dinner.

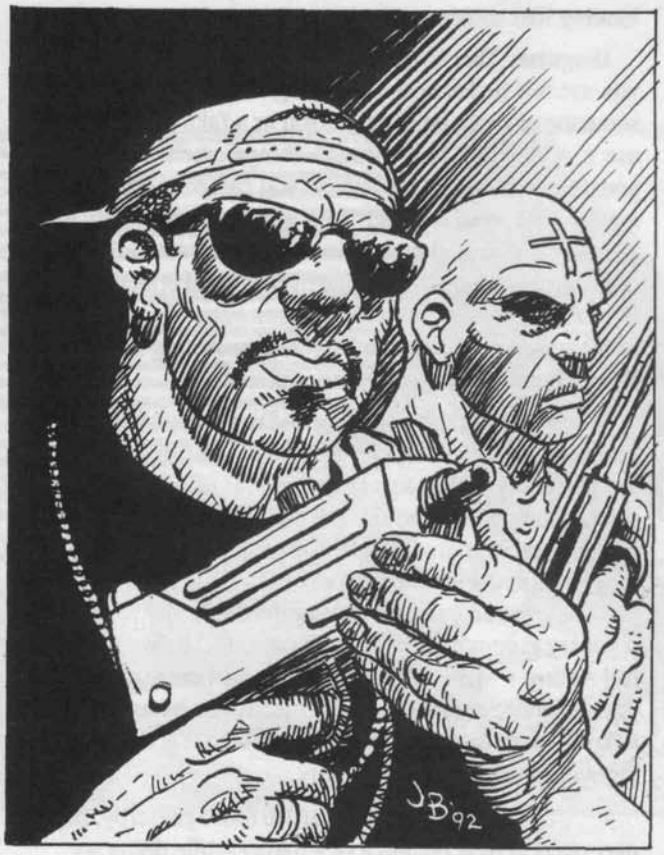
••••• Yes, Mr. President? You are a complete natural at your craft, and can fool the Secret Service.

## The Manipulative Method

This is a very dangerous method, requiring great skill and perception, for it aims to manipulate the Kindred to the hunter's own ends. It requires subtlety and secrecy, for it is best when the identity and the existence of the hunter is unknown to those he manipulates.

The Kindred, however, are master manipulators themselves, having often had many decades to hone their skills. The hunter must have incredible skill to pull off secret manipulations against the Kindred, or else they will discover his plans too soon for his own liking.

But Kindred are passionate beings, and it is usually quite easy, if the hunter has enough information, to pull their strings in the desired manner. Sending Kindred against Kindred is a task requiring only a spark, and then the hunter can sit back and watch the conflagration burn on its own.




This is an onerous way to go about dealing with others, and the Kindred will resent it. Not all Kindred engage in conspiracies, and many actively fight against them. These Kindred will not like being used by anyone, mortal or Kindred. The hunter who uses this method is guilty of reducing Kindred to being mere machines, simply reacting to stimuli. This disregards their sometimes valiant efforts to fight for their humanity against the Beast within.

The most common motive for this method is control, but there can be many other motivations besides, such as a quest for power. Or perhaps the hunter hates Kindred, but is too wise to attack them directly, so he sets them up in situations where they confront the police, street gangs, the mob, or anyone else the manipulator can think of.

**Equipment for the Hunt:** Manipulators use any means necessary to gain control of the Kindred, or those they plan to use against the Kindred. Often, vast Resources are necessary, especially if the manipulator seeks to be the secret master behind the city. This requires great sums of money for bribes, coercion, muscle, etc.

Thaumaturgy is an art which is appealing to manipulators, for it deals with the will and the manipulation of events by sheer thought.

**Restrictions:** Manipulators try to have as few limitations as possible. They keep as many back doors open as they can, for they never know who or what they will need to call on.

But sometimes, the sheer complexity of their dealings can become too much for them to handle, as events take on a life of their own and move in directions not intended by the hunter. This can cause their walls to come crumbling down on them quickly.

## The Heavy Firepower Method

To some hunters, all the other methods above are too subtle, or too time-consuming, with no guarantee of success. For these, the favored method is to take the battle straight to the Kindred, face-to-face, with heavy firepower. The idea with this method is take them out as fast as possible by throwing as much at them as possible. This means guns. Big guns.

Kindred can be incapacitated if they are hit with enough force before they can heal themselves with blood. A hunter who uses this method is well-trained in the use of the heaviest guns known, and there are a large number of weapons out there which can cause the Kindred serious harm.

The motivations for this method are most often revenge and hate, but a sense of duty can also lead a hunter to a head-on fight with the Kindred.

**Equipment for the Hunt:** Anything that does a lot of damage. It does not have to be aggravated damage. Assault rifles can usually chew up a Vampire pretty well, but a stake and fire is usually required for the finishing touch.

One new form of ammunition on the scene, thanks to modern technology, is the Dragonsbreath round. This is a shotgun cartridge that ignites as it leaves the barrel, sending a spout of flame 20 feet forward. This is a most handy weapon for hunters, as it is as portable and safe as a shotgun, but does aggravated fire damage to Kindred. Its flame has a 6 difficulty roll to resist, and it affects one part of the body per shot. Actual flamethrowers, while cumbersome and blatantly nonconcealable, are also used.

In the realm of physical endeavors, Archery is especially helpful for the more militant hunters. The greater your skill with bows, the better your chances of landing a shot in the heart when it counts. Melee skill, with a specialization in wooden stakes, or some other sharpened, wooden hand-to-hand weapon, is also useful for obvious reasons. Control with this skill is most necessary, as your target is probably not going to be standing still, and hitting her just anywhere will not accomplish anything. Only the heart counts.

**The Players Guide** gives a wide variety of weapons in the Equipment section, as well as rules on using them. Any player who chooses the Heavy Firepower method should look through there to choose his tools.

**Restrictions:** These hunters usually have little patience. They will not wait around for slower methods to work when they could be killing Vampires now. Their overconfidence can often lead them into the Loser's Method.

## Loser's Method

Any of the above methods can quickly go wrong, leading the hunter to make a dumb mistake. Overconfidence is the most common cause for the Loser's Method. As soon as a hunter begins to believe she has nothing to fear from the Kindred, she is sure to make a mistake. As soon as she stops looking over her shoulder, as soon as she forgets to pack her cross, then it is all over.

Any stupid way of hunting is the Loser's Method. A hunter who walks into a meeting of the Primogen, with the aim of talking them into giving up their evil ways, is unlikely to come out of that meeting.

A hunter can have any motivation with this method, for stupidity is open to anyone. The Storyteller should feel free to come up with some NPC hunters who use the Loser's Method, and use their failures as warnings for the players. If they do not get the message, they may be in for an interesting and dramatic death scene — theirs.

# The Professional Hunter:

Below are many items and skills common to all hunters, regardless of motive or method. These are the things which all good hunters know of, and any hunter without access to this equipment, or knowledge of these skills, may find the hunt a bit tougher.

## Weapons

**Wooden Stakes:** These old standbys do not have to be the actual stakes from the movies. They can also be sharpened, wooden-pointed spears, crossbow bolts, arrows, or *bokens* (wooden Japanese practice swords) with sharpened tips. Basically, anything made of wood that can penetrate a Vampire's heart with enough force (5 successes) can immobilize one of the Undead. Crossbow bolts, in the hands of a trained shot, can be most effective, as the hunter does not have to get too close to his prey, and while they provide penetrating power, it is rare for the bolt to exit out the other side (it does have to stay in the heart to incapacitate a Vampire).

**Flame:** Fire as a personal weapon comes from many different sources: matches, cigarette lighters and ranged weapons like flamethrowers. Since fire does aggravated damage against Vampires, it is necessary that a hunter have a means of igniting a flame.

A good, improvised weapon for a hunter is a cigarette lighter and an aerosol can. He just needs to spray it in the direction of the oncoming Cainite, flick on the lighter, hold it in front of the spray and voila! Instant flame thrower. It can usually buy enough time to run away. It requires a 5 difficulty roll to resist, and will burn one part of the body.

Welding torches are another item sometimes found in a hunter's panoply. They are bulky, require a protective mask to prevent blindness from the hot flame, and are often dangerous to the user. Still, if you raid the den of an entire brood, do not go without something like it. Just beware of burning the house down around you. It has a difficulty of 8, and will burn two parts of the body.

**The Sun:** The most effective method of extermination is the sun. If a Vampire can be trapped in the light of its rays, your work is over. But since they usually sleep during the day, you have to find them first, and then get through their Ghouls to drag them outside or to the window.

## Skills, Talents and Attributes

There are many important details which a hunter must attend to if she plans to hunt the Undead. Hunting is a profession, and thus requires skills tailored to its particular pursuits. This section examines the Skills and Backgrounds, and how they are used by hunters for their job.

**Knowledges:** Occult with a specialization in Vampires is a good starting place. The problem is that without experience, you cannot be sure which information is pure myth. The more specialized Kindred Lore from **The Players Guide** is more reliable, but it only comes after experience. Also complementary are Spirit Lore and Magus Lore. Sometimes spirits can tell things about Kindred not heard on the street, but understanding them is tough. Magus Lore can lead you to contacts who may be able to give you supernatural aid in your

hunt, but beware of those who would simply use you to their own ends.

**Talents**: One the most important talents to have when hunting Vampires is Alertness. As Kindred and their servants try to get to you before you get to them, you will need to hone your abilities to notice what is going on around you to razor sharpness. *Wait — what's that? There in the shadows? A Ghoul with a gun—dive for cover!* When someone out there is trying to plug you, lack of this talent can lead to some serious "holes" in your training.

**Attributes:** Stamina is one of the more useful attributes for those long days and nights of hot pursuit. Sometimes hunting requires 25-hour days. Without pharmaceuticals, and even with them, it is going to be tough to keep up with your more powerful prey. So, keep in shape.

Manipulation may be necessary to help convince the police that, no, they should not lock you up. *There really are Vampires and you're going to stop them? Sure, buddy. Tell it to the shrink.*

## Backgrounds

**Resources:** Money is power, and lack of it makes an already tough job even tougher. Sure, wooden stakes do grow on trees, but nothing else you are going to need does. You have to be able to afford to fix your car when it breaks down, or you are going to lose the trail.

Few hunters are able to keep their day job while they track down their prey. A wise hunter prepares for this loss of income through investments, inheritances or by robbing banks to pay for his obsession. Another source of income can be retired but wealthy hunters. They may be too old to continue the hunt, but they can fund yours.

The Storyteller should play up the resources problem often against the players who do not have them. So, they want to buy a flamethrower, huh? Where's your cash, buddy?

**Contacts:** It is very helpful to have sources, such as the media or the police, you can contact from time to time. A reporter at a newspaper or television station may be able to give you the full story on that strange assault the other night, and likewise for the police. Police contacts can also work in another important way: finding out ahead of time if your crazy hunting activities are going to get you arrested or locked away in a rubber room. Routine calls to that friend of yours at dispatch can let you know if there is an APB out on you.

The flip side of this coin are contacts in the Underworld. Need full-auto firepower, a place to hide or a getaway car? Call your street contact. Another good place to have a contact or two is in a hunting organization, such as the Arcanum or the Inquisition. They have much better information processing techniques, and even though they may miss some clues, your experience-sharpened mind will pick up on them.

**Allies:** Again, the police are great allies. A few friends in the right places can keep that warrant from being filed on you. But, watch out here: certain officers may unwittingly be working for Kindred. Maybe Inspector Johnson, the cop who was your high school buddy, is actually being manipulated by the Prince of the city.

Allies in the Inquisition are real helpful if you need to call in the cavalry. They are the only ones who can be counted on to field footsoldiers in the fight if needed.

Supernatural allies are useful, but somewhat fickle. There are spirits who wander the world, watching many things, and they can sometimes be summoned to yield up their secrets. Lupines also know much, but you had better be desperate before risking a meeting with them, and have none of the taint of an earth-raper about you.

**Influence:** This helps a lot. Few people are going to lock up a political figure, and few Kindred will risk killing one, as too many questions will be asked. With this Background, you may be able to lobby for legislation to aid your cause, such as repeals of information protection acts, repeals of right to privacy, the power to call "witch hunts" against questionable figures (with the secret intent to discover their Kindred masters), and other such Big Brother tactics. Don't worry about being politically correct. History will exonerate you when the Evil Vampire Menace is uncovered.

**Fame:** This can be a real curse for a hunter. It becomes hard to move quietly against the Kindred when Geraldo is exposing your bizarre "hobby" to daytime audiences everywhere. If your hunting is uncovered by the media, you will become a joke and an embarrassment to most of your allies and contacts. You will be a regular in the tabloids (probably Kindred-controlled anyway).

There are some benefits to fame, though. Fame means fans, usually a loyal following of people on the street who would be willing to help you out occasionally. Since you may not know who will be your fan until you have encountered them, they are not exactly allies. *You were surprised when that gun store clerk recognized you and claimed to have read all your books. He handed you an extra box of ammo and winked, then looked the other way.*

Fame is also a method by which you can send out messages to other hunters everywhere. You may be the star of a prime time action show about ... a Vampire hunter! You can slip some real tricks and techniques into the scripts, aiding hunters who tune in. But the Kindred probably control the network, so you will no doubt be canceled after one season, unless you are making the network so much money that not even They can move against you.

There is a new Background which experienced hunters can buy: Reputation. This represents your "status" in Kindred society, or just how much they fear you and consider you a real danger. This also represent how well known and respected you are among other Vampire hunters.

## Reputation

Any time the situation arises where someone may recognize you, the Storyteller rolls their Intelligence + your Reputation against a difficulty of 7. One success means they recognize you as a hunter, but may not know who you are exactly. Two successes and they know your name. Three successes and they know the names of those Kindred you have killed, and may fear you, hate you, or idolize you, depending on who it is making the roll.

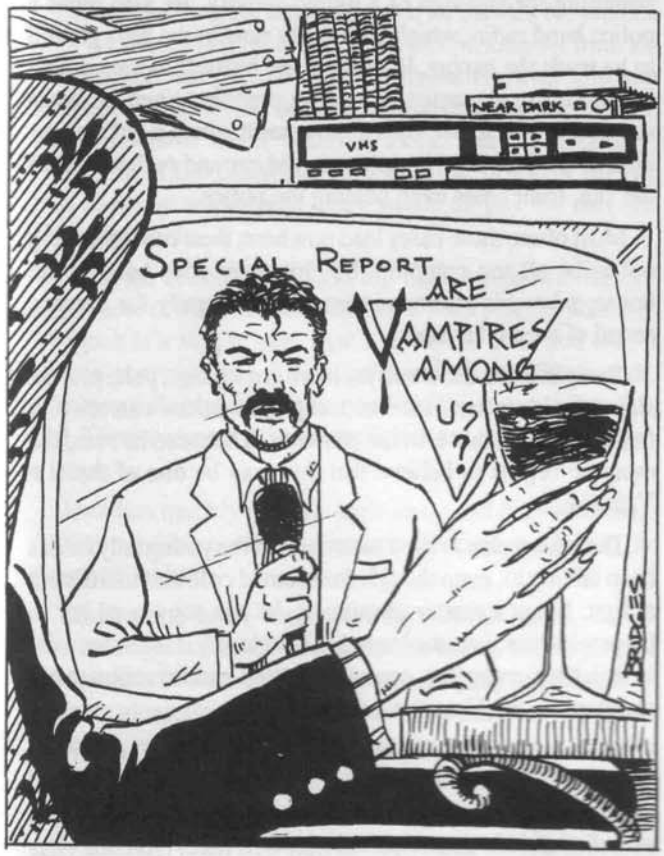
• Some Vampires may have heard of you. They may be wary of you, or cocky enough to try something. Your name may ring a bell with other hunters.

•• Your name is known to most Kindred, though they may simply consider you lucky to have come so far against them. Hunters know of your work and respect it.

••• Most Vampires will go to lengths to avoid you if they know you are in town. They may risk great hunger to avoid giving you any evidence to track them. You may get requests from other hunters who wish to work with you.

•••• You are on the Justicar's list as an Enemy of the Kindred. All Kindred are to report any sightings of you to the Prince. They fear to move against you, and may not even risk their mortal retainers. Other hunters will defer to you, regardless of whether you have more or less experience than them.

••••• Kindred shut down business when you come into town. Any Kindred who gives you the slightest clue to their activities may become the subject of a Blood Hunt. The Law is that you be given the widest of berths, in the hope that you will eventually believe that all Kindred are finally dead. You are a legend in the annals of hunting. Other Vampire hunters will be desperate for you to train them in their missions.




## Residence

Hunters need a base of operations, even if it is a seedy hotel room for the few nights they are in town. They must have someplace where they can catch some sleep, gather notes and make phone calls. The following are some items they will need to ensure protection.

One of these is sunlamps. While they do no real damage to Kindred, the Undead often find them annoying and distracting. Placing these in a permanent locations around the home is a good idea.

Barricading the door, as well as the windows, before going to sleep is always recommended. Most hunters discover early on that Kindred do not need an invitation to enter a home. Heavy-duty, indoor shutters are good. A security system, one that will go off if a window is broken or opened, is also advised.

Wooden weapons should be kept near at hand at various points in the residence, easy to get to quickly. If one is sure of one's Faith, then religious symbols should also decorate the place. These can be "activated" by the hunter if anyone tries to enter.

It is best to live with as many other people as you can. The more witnesses or people who can answer a cry for help, the less chance of Kindred intrusion. The problem is that some bold Kindred may drink from them to goad you. Do not let it get to you, though; simply reinforce your security measures. If your roommates do not know about your hunting, it makes it harder to protect them, but there is not much you can do about this, short of telling them. And, of course, they will think you mad.

# How to Find a Vampire

Vampires are creatures of night and shadow. Finding them can be one of the toughest and most time-consuming activities. Recognizing them is the first and most important skill for a hunter to have.

One trait they all share is a pallid complexion. The problem is, there are many people with pale skin, and some Vampires can hide even this trait, using makeup or their infernal control of blood to color their skin.

Vampires are usually thin also. Their internal organs have shrivelled up, and hence take up less space. Blood is the only nourishment they can take, and its not very fattening. However, many Vampires who were large in life still retain some of their bulk as a Vampire. In this modern age of dieting, it may be hard to tell an extremely thin mortal from an undead creature. However, being suspicious of thin people will be a good start.

If the hunters have any magical aid or psychic powers, then they may be able to recognize Kindred from their aural glow. It differs unmistakably from a human's.

The hunter usually has to find a suspicious target and watch him until she can be sure of his status, whether human or inhuman. The hunter may have to be a decoy for this at times, playing like she is easy prey for the bite. This can be highly dangerous even if the target turns out not to be a Vampire.

## Where the Vampires Are

The Vampires of modern times have gotten somewhat cocky under the protection of the Masquerade, and often go out to mingle with humans, taking in the city's nightlife side by side with them.

Nightclubs and movie theaters are all places where many modern Vampires go. A hunter should get to know these places in his locality well, and stake them out, watching for any sign of the Undead to arrive.

Once a Vampire has been found and identified, skill at stealth and tracking is necessary to follow him back to his haven without being discovered.

Another source of discovery is the newspapers and television. A few hours of every hunter's day should be taken up with research. Any mysterious reports of assaults or burglaries should be investigated to ascertain whether the Kindred were involved. A private investigator's license (Influence 2) is helpful to get access to records, and even to the scene of the crime while it is still cordoned off by police.

## The Days and Nights of a Lone Hunter

Jonathan Forrester has been hunting Vampires for the past year. He has discovered that they are a canny and elusive lot, and he spends most of his nights hanging around bars, looking for any sign of them. He uses the Detective Method in his hunt. Every morning he reads all the local newspapers, searching for any sign of Kindred activity. He also owns a police band radio, which constantly runs in the background as he reads the papers. He has trained himself to tune out all but the most interesting sounding reports. When he hears something of interest, such as an assault where a girl was cut up and left bleeding, he jumps in the car and rushes over to the site, sometimes even beating the police.

Most often, these cases lead nowhere, their causes turning out to be all too common. So, Jonathan goes back to the house, takes his afternoon nap and gets ready for another round of the nightclubs.

Tonight looks different, for there is a strange, pale, professional-looking man in the bar tonight. Jonathan watches him from his corner table, in the shadows. The more he sees, the more he begins to believe that this may be one of them: a Vampire.

The man seems to have mesmerized the young lady he has been talking to, even though she seemed cold and indifferent at first. In but a matter of minutes, he has convinced her to leave with him. Jonathan watches her closely. He has seen the look in her eyes before, one of confusion and attraction to her companion: the Vampire's seduction.

He leaves some change on the table and follows them out, watching them get into a fancy sports car. He rushes to his old Pinto, and pulls out onto the road. He is skilled in trailing vehicles, and his ability serves him well here. (Jonathan has a Driving skill of 4 with a Specialty in Following. The Storyteller, knowing that the driver of the other car is occupied in talking to his date, gives a difficulty of 5, and then subtracts one because of Jonathan's specialty. The modified

difficulty is 4. Jonathan rolls his Driving plus his Wits of 3: 4, 6, 7, 5, 2, 3, 5 — five successes.) He manages to follow the car all the way to the driver's house in the suburbs without once having to pull off to allay suspicions. He drives on past the house, where the sports car has parked.

Leaving his car on the next block, around the corner, he slips through the rear lane, between backyards, to get back to the house. There is a small brick wall surrounding the property, and Jonathan expertly checks for security systems. (His Security skill is 3. The Storyteller knows there is a monofilament wire connected to an alarm, and it is hard to notice. The difficulty is 9, and he decides that at least two successes are necessary. Jonathan rolls his Security of 3 plus his Perception of 3: 6, 7, 5, 9, 8, 9. Two successes!) He notices the tripwire just in time.

Stepping carefully over it, he crawls his way through the bushes and up to the house. The lights from the large, bay window spreads out onto the yard. Jonathan crawls around the edge of the house, avoiding the patches of light on the lawn. He creeps up to the window and slowly rises, peeking in.

There, inside, he sees the man and his "date" just leaving the room, heading for the stairs. By the look on her face, he knows where they are going. Jonathan begins to move around the house, looking for an entrance.

After searching for a few minutes, he decides the kitchen door is the best bet. He removes his lockpicking set from his waist pouch and goes to work. If anyone had ever told him long ago that he would be breaking and entering into houses, he would have never believed them. But times change. People die. Like Elizabeth, bled from the prime of her life into death by a Vampire. They would all pay for that one Vampire's act.

Jonathan concentrates, holding back his painful memories. There is work to do. (Jonathan's Lockpicking skill is 3. The lock is a simple one, with a difficulty of 6, and only 3 successes are needed. A roll can be made every 30 seconds. Jonathan rolls his Lockpicking and his Dexterity of 2: 6, 7, 9, 4, 3. Three successes) The lock slips and the door slides open a crack.

Jonathan quickly puts his tools away and draws his cross from around his neck. He slips into the kitchen, closing the door behind him.

There is no noise from anywhere in the house, except distant laughter from above. Jonathan makes his way out of the kitchen and towards the stairs, watching for any alarm triggers along the way. He begins to stealthily move up the stairway, making sure to step near the bannister, where the wood is sturdier and less likely to creak. (Jonathan's Stealth is 3. The difficulty is a 4 since the stairs are well-carpeted. Jonathan's dice pool of his Stealth plus Dexterity is 5. That is more than is required, so the success is automatic.)

He arrives outside the room where the laughter is coming from. He pulls his stake out of its sling on his back and draws his hammer from his belt. He says a silent prayer, then bursts through the door.

The Vampire leaps from the bed, where he had been looming over the girl. She screams as she sees Jonathan and the Vampire snarls, baring his fangs. Jonathan holds forth his cross, held in the same hand as the hammer, trying to force the Vampire into the corner. (His Faith is 4. He rolls it versus the Vampire's Willpower of 7 as a difficulty. The rolls is 3, 4, 6, 8. One success.) The Vampire takes one step back, grunting in pain and confusion. But he moves back no more.

Jonathan yells at the girl to flee, and she jumps from the bed and runs out of the room. The Vampire chooses that distraction to leap at Jonathan. (They both roll their skills in opposition to each other. The Vampire is trying to punch Jonathan, so his Strength and Brawling dice pool of 6 is used. The difficulty for a punch is 6. The roll is 3, 5, 6, 7, 2, 4. Two successes. Jonathan is trying to stake the Vampire. His strength plus Melee (stakes) dice pool is 7. The difficulty is 6 but he needs five successes. The roll is 7, 6, 8, 6, 9, 10, 7. Seven successes, minus the Vampire's two, leaves five successes!) Jonathan drives his stake into the Vampire's breast!

The creature crumples to the ground, defeated. Jonathan has once again put an end to a bloodsucker's reign of terror.

Jonathan is a lone hunter, taking on the dangerous Kindred all by himself. It may only be a matter of time before they gang up on him. But there are others Jonathan can turn to for help ...

# The Brotherhood of Vampire Hunters

The problem with this brotherhood is it does not really exist. One of the major problems with Vampire hunting is a lack of solidarity between hunters. This works greatly to the Kindred's advantage, for the last time there was a concerted effort against them was the Grand Inquisition.

Hunters in the modern age are loners, too used to the constant disbelief of others to trust each other. Even among the groups or brotherhoods there is little communications between other organizations. The Arcanum and the Inquisition rarely confer, being at odds in their greater motivations. The FBI and the NSA both work alone, paranoically gathering information on other hunters as well as Kindred, and even on themselves. The CDC is as yet unaware of the existence of Vampires, and hence has not even heard of the Inquisition. The Magi are after their own ends. They have been distrusted since the Middle Ages, and are not about to change their habits. Lupines are the most ethnocentric of them all, and none dare approach them for fear of being torn limb from limb. Most Vampire hunters would probably hunt Lupines also, if they were aware of the man-beasts.

So, not much aid is to be expected from any of these quarters. If others did get involved, they would try to take over any operations towards their own ends anyway, which may not accomplish your desires. But you can buy any of them as Contacts or Allies, thus making your character an exception to the rule. These organizations will respond to your friendship differently. The Inquisition is dutybound to aid a fellow crusader, but they will expect you to follow their baroque chain of command on any missions they aid in. The Arcanum will want knowledge, and if you are tight-lipped, they may not appreciate it. They may only trade aid for information. The FBI. or the NSA would watch you like a hawk from the moment you made your intentions clear to them, and they would never make their intentions clear to you. The CDC would think you crazy unless you could provide hard evidence. The Magi will respond on an individual basis depending on the particular Magus to whom you went for aid. Unless you have a deep bond of friendship with a Lupine, do not even think of asking them for help. If you do know one well, it will respond in the best interests of its pack, and assume you fervently desire the same such ends.

## The Hunting Lodge

Sometimes it does get lonely out there. And sometimes the job is so tough, you just cannot do it on your own. Many hunters came together into small, informal groups. They band together to take down Kindred with numbers, rather than lone scare tactics.

Groups of characters will be like this. Some of them may have been, and maybe still are, members of the larger groups, such as the Arcanum. But for various reasons, maybe anger at the inactivity or bureaucracy of the larger groups, they cut off on their own, or join up with small bands of others who share they desire to take the fight to the Kindred personally.

The success of these smaller groups depends largely on their personal chemistry. If they do not like each other, it may not be long before they cut out on their own again. But then again, much can be suffered while following the call to duty, even those annoying personal habits of your fellow hunters.

Even these small groups have to have some organization though. Someone must be the nominal leader, usually the hunter with the most experience or the wisest tactician. These groups can break themselves up into specialties, such as the bag lady who is good at discovering where Kindred live, while the ex-mercenary is the one to drive home the stake.

Names are important for establishing personal unity and group moral. A small group of like-minded people hunting the Kindred for religious reasons may call themselves the Brotherhood of Light. A more vengeful oriented group may call themselves the Burning Sun, or the Soldiers of Retribution. There is a small, ragtag group of mystics, called the Inner Darkness, whose motive is to awaken Kindred to Golconda and to show them the pocket of unassailable humanity they harbor within their heart. Most Vampires resent and distrust this group, so they must "force" Kindred to awaken.

These non-formal groups of individuals are usually very unique, and full of archetypes such as Trickster, Deviant, Bravo, Gallant and Visionary. These groups do not always last long, but occasionally they can actually grow into a major organization.

## The Trophy: Destruction of the Kindred

*For I'm weary wi' hunting, and fain wald lie down.*

— Lord Randall, unnamed ballad

Eventually, some hunter will achieve his goal, whether it be destruction, control, or quenching of his curiosity. When this happens, he must forge new goals. But it may mean retirement. When the thing which has haunted your dreams for years has finally been laid to rest permanently, maybe rest is also what you seek.

Sometimes the goal is to gain evidence to bring before the world. A dead Kindred is hard to bring about, as they turn to ash so quickly. But a staked and incapacitated Vampire can

be shown to others. Getting one is the hard part, and then getting her in the reputable papers and on television can be even harder.

Whether the characters in a hunter game can bring enough evidence forth to blow the Masquerade is up to the Storyteller. Maybe they can get the local sheriff to look at their evidence, but suddenly government agents in black limos pull up and remove all the traces of Kindred, telling the characters that if they say anything, they will wind up in a maximum security prison. Their mission may be doomed from the start, or maybe they are the spark that turns into the raging fire of Gehenna.

Another problem a hunter will sooner or later come to face is the realization that not all Kindred are the evil monsters the hunter may have initially believed them to be. The hunter tracks a Vampire down to her haven and destroys her, and then comes across her journal, which gives the account of her desperate attempt to live as a Vampire without harming mortals. As he reads the journal, he discovers that often she risked near-starvation and mad frenzies to avoid drinking from mortals. As he reads more and more about her courage, and her love for humanity, he cannot help but realize that he has just destroyed an innocent, tragic victim, and were he in the same situation as she, he may never have summoned the courage she did. He realizes that his mad rage, his lust for her destruction, has caused him to be more inhuman than she ever was.

This can cause the hunter to end his hunt, to wearily crawl away, acknowledging defeat before the forces of the night, forgetful that, while he has discovered the good in Vampires, that does not abolish the evil.

Usually though, the hunt never really ends. One person may give it up, but that does not mean the Kindred are not still at work in the world, and there will always be others to hunt them down.

In the end, the true reward for a hunter is the drama of the hunt, the intense moments when he or she can make a difference, and can singlehandedly, or with other hunters, stop the dark, supernatural forces from preying on humanity.

# Chapter Three: The Hunters

*Keep gude company, and ye'll be counted one of them.*

— Scottish proverb

There are many groups and organizations in the world which have discovered the existence of Kindred. Some of these organizations were begun with the express purpose of hunting the Kindred. Others, such as the FBI Special Affairs, were created for unrelated reasons, but have turned their attention and energy towards finding the Kindred. What follows is a discussion of the groups which are most dangerous to the Kindred — their structures, motivations and methods.

A lone mortal with a purpose is dangerous enough to the Kindred, as they desperately try to keep their secret from mortal society, but when mortals group together, uniting their strength against Kindred, then the threat is apparent to all. This is perhaps why the Camarilla has survived its rocky troubles in this anarchic age of youth, as only the most overconfident doubt the necessity of a united stand against these societies of accursed mortals sticking their noses where they do not belong.

Described here are the groups which pose the greatest threat to the Kindred, generally the ones with national and sometimes worldwide ties. There are smaller, more regional groups throughout the world: dangerous enough in their locale, but which, for various reasons, do not extend their power elsewhere. Perhaps there is a chapter of the Oddfellows Local who is aware of the Kindred, and its members get together to use their ties with the community against them. These actions may be largely ineffective, but their very awareness of the Kindred, and their resolve to combat them, is enough to make them a threat to the Masquerade. Princes must tread carefully with these good ol' boys.

## FBI Special Affairs

The Federal Bureau of Investigation concerns itself largely with federal crime and intelligence on dangers to American society. One of the organization's methods to gather intelligence on affairs affecting Americans is the Special Affairs division.

### History

The Special Affairs division of the Bureau was begun in the early 1950s. Its official, public purpose was to "investigate cases of a strange and persistent nature with the intent of determining, once and for all, whether such cases represent a nationwide hoax, or if they in fact possess some validity to truth." Among the cases listed were sighting of UFOs, Bigfoot, and many other odd and bizarre incidents, including occasional sightings of ghosts.

Its modus operandi was to send out agents to investigate any "strange incidents." In the '50s and '60s, this included a large amount of UFO sightings. Sometimes the agents would bug the houses of known "weirdos." Because of this, their efficiency in responding to incidents before they were even officially reported became legendary. This was the cause of the famous "Men in Black" encounters by various UFO sighters. The Special Affairs division was, and is, largely a secret among other Bureau employees, so these "Men in Black" would not introduce themselves as FBI agents.

But all this activity was a front to hide the true goal of the agency: to uncover and destroy Vampires.

The seeds for Special Affairs grew out of a Vampire encounter in the 1930s. Charles Horner was a government agent aiding Eliot Ness's attack on Al Capone. While investigating the Chicago underground, he discovered some of Capone's men packaging liquor to transport over state lines. He leapt from hiding only to be attacked by their leader, who bared his fangs and bit Charles deeply in the neck. The Vampire left him for dead, but Charles's iron will allowed him to crawl to the nearest phone and get help.

After that, Horner worked his way up in the FBI until he could pull enough strings to open the Special Affairs division, which would allow him to hunt Vampires.

## Current Status

The director of this division since 1980 has been George Ferris Thomasson, a career G-Man from the Hoover days.

He was transferred from Homicide to Special Affairs in the late '60s after he encountered a Vampire while tracking down a serial killer. It was a shocking discovery for the conservative and pragmatic agent. He had been one of the few in the FBI aware of Special Affairs, but had always believed the organization's interest in such things was only a blind to its rumored purpose of cataloging potential Bolshevik spies.

The director of Special Affairs at the time, Charles Horner, knew he had to recruit Thomasson once he had discovered the Kindred's existence. He was impressed with Thomasson's record, and believed that he had the proper attitude of realism required to keep from getting too emotionally drawn into the job. However, as Thomasson encountered even more Vampires on Special Affairs cases, he grew more and more paranoid of them. Today, as the current director, he is running a campaign of destruction against them, unless he can come up with hard evidence of their usefulness to American interests.

The official "uniform" of the Special Affairs is the infamous black suit and dark glasses. They also drive black cadillacs from a special government car pool.

Due to financial cutbacks resulting from intrabureau fighting (and possibly Kindred manipulation), the field agents number only five. Thomasson also has a second in command, Gerald Osbourne, at the Washington D.C. office, and three laboratory experts.

Thomasson sends out his agents to various serial killer investigations, with the purpose of discovering Kindred clues. The appearance of such clues in some cases has given the division a remarkable record in solving such cases, although the guilty party has almost always been a patsy set up by the Kindred to cover the Masquerade.

Thomasson and his five agents all have the skills Kindred Lore and Spirit Lore, plus the broader and more general Occult Knowledge. Besides Vampires, they are well versed in the lore of odd, occult things and people from all over America, although they do not really understand these things. They simply know what people report or believe in. Thomasson has not yet uncovered proof of the existence of werewolves, but if he does, then he will turn his agents onto the track against them too. Until then, none of the agents possesses Lupine Lore.

## Motivation

Thomason's main motive is the gathering of information and evidence on the Kindred for the purpose of destroying them and their plots. His ultimate aim in this is the eventual attempt at controlling the Kindred, bringing them under Bureau jurisdiction. He believes that such creatures can be used to perform high-level operations against various "undesirable" aspects of American society. In other words, he wishes to use Kindred to destroy people he believes threaten true, red-blooded American interests, such as Communists, Socialists, Far-Left extremists, Feminists, Politically Correct activists, Role-Playing gamers, and Intellectuals.

He does not know enough yet about the Kindred to realize just how difficult it would be to control them. He cannot conceive of the truly Machiavellian politics going on in Undead society.

## Methods

The primary method used by the FBI in hunting Kindred is the Detective Method. Their main goal is the gathering of information, and they use the most sophisticated modern techniques in tracking their suspects. This is complemented by the Heavy Firepower Method. They know how dangerous the Kindred can be, and they do not plan on being taken unaware. They feel that the best defense in their line of work is a good, hard frontal assault.

## What They Know

The Special Affairs division has been able to gather this information for their files so far:

Vampires, or Kindred as they call themselves, divide themselves into clans, all of which are members of a greater organization called the Camarilla. Just as in America, there are anarchistic individuals outside this society attempting to destroy it. The Camarilla's main purpose seems to be hiding the existence of Vampires from the human public. This is called Operation Masquerade, and was developed in reaction to the Grand Inquisition of the Middle Ages.

The known clans are as follows: the Ventrue: leaders of the Camarilla. Each city has a Prince ruling it, usually a member of this clan. The Brujah: the opposing political party, the far left to the Ventrue's right. Generally rebellious and dangerous in thought. Nosferatu: all of this clan are loathsome in

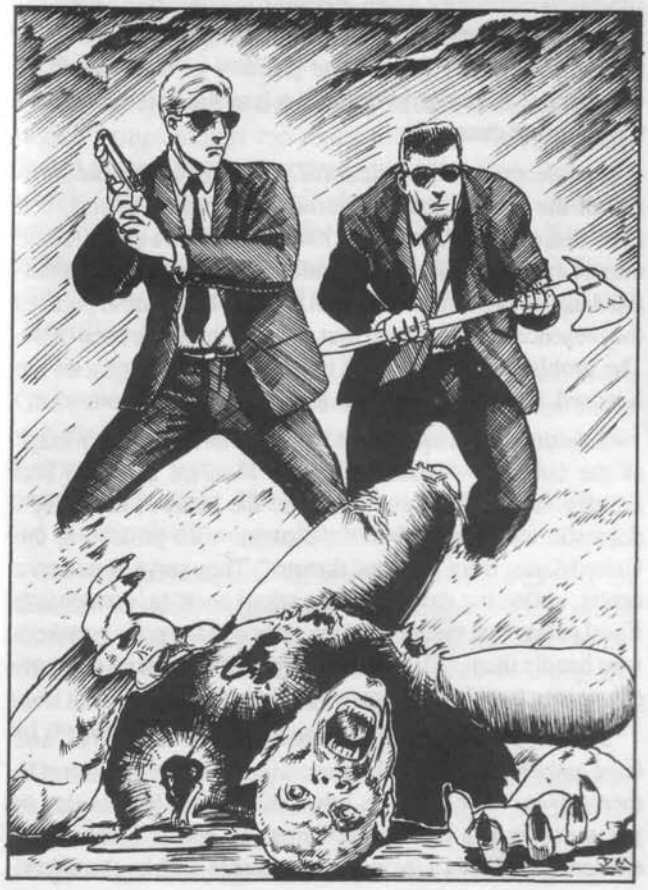
appearance, but they run the information network of the Kindred. This is the clan whose records needs to be confiscated, but as yet, no agent has been able to discover the location of such records. The Tremere: these Vampires believe themselves to be occultists, and they study much of that lore. Not much is known yet of them. There are perhaps more clans, but they have not yet been discovered.

Effective methods against them: the traditional crosses of legends are ineffective against them, as are garlic, mirrors and running water. A wooden stake through the heart (it must be placed directly through the organ) will paralyze the Vampire for an indefinite amount of time. Exposure to fire or sunlight has a dramatic entropic effect, killing the Vampire within minutes, and sometimes even seconds.

**Allies:** Kindred are known to be able to control humans by giving them their blood. This sets up some type of mental control (see Bureau report on Mesmerism). The blood also gives the recipient great strength. No agent has yet discovered a method to identify these "Ghouls," as Kindred call them, except for blood tests.

**Identifying Kindred:** They generally appear pale and thin, and are never seen during daylight hours. Beyond this, they vary greatly in appearance. They can always be identified by a blood test (see the Bureau report on Vampire Blood). A sample of this blood was obtained, and found to differ remarkably from known blood types, but as yet the forensics department has not been able to identify any of its mysterious properties, although some platelets appear to bear a resemblance to those found in earthworm blood.

**Beware:** never approach Kindred without agency backup.



## Structure of the Division

The Special Affairs division answers only to the Bureau Chief. Each new head of the FBI is briefed by the head of Special Affairs in a private session. Since Hoover stepped down from the Agency, Thomasson has hidden the true motives of the division from the successive Bureau heads, afraid they would not believe his evidence for the existence of Vampires. He cannot risk having the division's funding cut, so Thomasson has faked many reports on the Division's ability to identify dangerous subversives, and touts the division's high success rate with serial killers. This has been successful thus far in allowing him to keep the Division's autonomy intact.

Otherwise, most other operatives do not even know the division exists. Those who are aware of its existence believe it simply to be an information-gathering network. The head of the Serial Homicide Division has recently become curious at the amazing success of this division in finding killers, and has asked for some of their files to cross-reference with his own to find more killers. Thomasson has given him only the least sensitive material, and none of the Kindred information.

There are five field agents, who can be found all over the United States at any time. They are dispatched to investigations of all types, but Thomasson is concentrating on events which may have Kindred ties. An agent was recently sent to investigate an eerie serial killer who showed up in a small town in Washington state, but the results of the investigation as yet are inconclusive.

There are three laboratory forensics experts who work at the main office in Washington D.C., except when they called out into the field for a forensics examination. They have a high priority to study Kindred blood, but the secrecy of their investigation has prevented them from getting outside aid that may help shed light on its mysterious composition. If they were to match minds with the CDC, the Masquerade would not last long.

There is an administrative pool handling the day-to-day secretarial necessities of the division. They maintain all the files except for the Kindred files. These are kept in an hidden safe in Thomasson's office. Only he knows its location (in the floor under his chair) and combination.

## Playing a Special Affairs Agent

**Vampire** provides a Government Agent to use as a starting point when creating a character. Members of the Special Affairs division all have an Occult Knowledge of at least 3,

with the specialization being Kindred. Some other specialities are UFOs, Monsters, Ghosts, Parapsychology, and Magic. With experience, the Storyteller should allow you to buy the more accurate Knowledges of Kindred Lore or Spirit Lore.

All Special Affairs agents have the following Backgrounds: Allies 5 (fellow FBI agents), Influence 4 (Federal Police powers of investigation) and usually a few Contacts.

Skill in firearms is a necessity, and Thomasson wants his agents to be well-trained in the use of assault rifles. By throwing as much lead at a Vampire as fast as possible, the agents hope to be able to incapacitate a Cainite long enough to immobilize her with a stake.

Common Archetypes are Plotter, Director, Conformist, Curmudgeon and Traditionalist.

## Kindred Reactions

The Camarilla has declared that all Kindred must stay well away from this organization. The Justicars have occasionally run campaigns of misdirection against them, but even this degree of risk is considered too much by some. The Prince of Washington D.C. is trying to have Thomasson killed, in the belief that the organization will fold without him, or at least the Kindred hunting aspect of it. But the Elders of D.C. and elsewhere are too afraid of the risks, and have threatened the Prince against this course. Nonetheless, if given the chance, he will take it.

**Storytelling Hints:** The Special Affairs is the organization for those hunters who like guns and the chance to use them against Kindred. Their Federal Police powers can protect them from having to explain any gunfights in the streets, but even this ability has its limit. They are covert intelligence agents, and are expected by Thomasson to act that way; in other words, be damn quiet about the Kindred. Thomasson does not want to deal with a national panic due to knowledge of Vampires. Additionally, he feels it would take an overwhelming amount of proof to convince the public, and he will not release any until he has it all. In this way, he actually protects the Masquerade.

# The National Security Agency (NSA)

The most powerful security organization in the American government, the NSA is the shadow intelligence agency moving behind all the others. Thought to be primarily an information-gathering and sorting organization, the NSA has substantial authority when it comes to "ensuring" national security. For instance, it has a substitute government ready to step into power in case the primary government fails, whether due to foreign invasion, nuclear war, internal dissension or other cause.

It possesses vast jurisdictional powers to ensure the security of the United States government. Because of this, if it ever discovered Kindred existence, the powers it could muster against the Kindred would be phenomenal. Substantial data exists in its information banks which would point to the presence of the Undead, but so far nothing has been done. The problem is that some of its agents already know of the Kindred, and that knowledge may be its destruction.

Only three NSA operatives appear to have any knowledge of the Undead — Bruce Higgins, Maurice Edwards and Felicity Price. The three comprise the heart of the NSA's domestic intelligence bureau, charged with protecting the United States from "internal threats." They serve as its nerve center, collecting data from its various sources, condensing it and passing on matters of importance to the policy-makers who handle them. All three are very proficient with computers, research and other aspects of their job.

The three have worked together since the late 1970s, and have gathered substantial information on areas of interest to themselves — for instance, Edwards has used his position to put together the most comprehensive sports database in existence, and uses it to ensure his success with bookmakers.

The other two also have their special areas, and Higgins and Price both have a passing interest in the paranormal. A few years ago, they combined to put together an exhaustive

account of odd and unexplainable events, with their main focus being on bizarre crimes. As the years passed, and their collection of lore increased, the two began noticing patterns in the data — the same sort of patterns they were trained to look for regarding subversives and spies. Covertly manipulating Agency operatives, satellites and information sources to seek the information they wanted, the two came to a startling conclusion — Vampires and Werewolves really exist.

Amazed by what they had discovered, they began quietly expanding their knowledge. Picking the nearby city of Baltimore as their test location, they quickly pinpointed the havens of a number of the Undead. In order to learn more about these mysterious figures, Higgins and Price methodically set about turning two Vampires into deadly enemies. They would carry out annoying operations, like forcing one's main source of revenue into bankruptcy, or having the other's haven condemned, while always making it seem as if the other was behind the deed.

With the use of listening devices, phone taps, video surveillance and other sources, the agents watched the Vampires marshall their forces for war. They heard ghouls planning raids, listened to phone conversations between the warring factions and allied Vampires and watched the final showdown via concealed cameras. They saw the two Vampires meet head-to-head. One was destroyed while the other collapsed following the fight, only to be carried away by her retainers, not to be seen since.

The two agents found the heady thrill of destroying such mighty beings almost too much to bear. They carefully plotted out another such operation in New York, but were horrified when this time their plans led to bloody shootouts in the streets. They lay low for more than a year before they set about manipulating two more Baltimore Vampires. However, this time they picked one Sabbat Vampire and one Camarilla Kindred.

The ensuing battles began to involve more and more Kindred. The NSA agents watched with fascination as the feud they started became all-encompassing, leading to the destruction of more Kindred than the three had thought existed in Baltimore. This time, however, Higgins and Price had not completely covered their tracks.

One night in his apartment near NSA headquarters in Fort Meade, Maryland, Higgins had a late-night visitor. Calling himself Canterbury, the visitor spoke with Higgins for the entire night. When Higgins began to tire near morning, the guest took a straight razor from his pocket, slit his wrist, and fed the NSA agent some blood.

Immediately refreshed, with more vitality than he had ever felt before, Higgins had no problem staying up to talk with his odd companion. By the time he left for work, still full of energy, Higgins had agreed to help the Sabbat in its efforts to liberate the world from the yoke of the Camarilla.

Several weeks later, Price had a similar encounter. Her controller was much less subtle, however, and Dominated Price into aiding her and the Camarilla. Now both NSA operatives have cut back on their actual manipulation, and spend much of their time gathering information for their respective Sects.

Thus their NSA work has begun to suffer. Edwards noticed this first, and began his own secretive investigations into what the others were up to. Horrified by his own discovery of the Kindred, he quickly leapt to the idea that his coworkers might be manipulated by these creatures. He has begun his own covert actions to find out if this is true.

Edwards is not the only one to notice the drop in productivity in the domestic intelligence bureau. High-level NSA officials have also noticed the decline and plan to have trusted operatives find out what the problem is or if the trio has begun working for an enemy of the republic.

## Motives:

While Higgins and Price work for their respective Sects, other NSA agents' goal would be to uncover what is wrong with three of the Agency's top people and correcting the problem. Once they discover the secret of the Undead, however, this motive may well change.

## Methods:

The main method employed by the NSA is the Manipulative Method. Higgins, Edwards and Price can use this method with great effectiveness, as can other agents. They seek to manipulate through information control, for information is power in the high-level, high-technology world of shadows in which they move. Agents brought in to find out what has gone wrong would have to use the Detective Method: following the three, tapping their phones and trying to breach their computer security.

## What They Know:

The NSA has a great deal of information on the Kindred in its databanks, but only the three agents mentioned here have access to it or even know of its existence. Higgins and Price know the most, while Edwards is aware of their existence, their aversion to sunlight and fire, their methods of combat and the war between the Camarilla and the Sabbat. Other agents would know nothing at the beginning of play.

## Playing an NSA Operative:

Use the Government Agent suggestions in the Vampire Rulebook as a starting point. Backgrounds are: Allies 5 (fellow NSA Operatives), Influence 5 (broad jurisdictional powers over all intelligence agencies), and usually some Contacts.

Common Archetypes are Autocrat, Autist (this is a very common demeanor of spies), Plotter and Architect.

## Kindred Reactions:

Very few Kindred are aware of this group, and each believes he or she is the only one to know about it. Thus Higgins and Price do not work at cross purposes, but still they keep their activities secret. If more Kindred were to find out what was up, however, there could well be hell to pay, with all trying to get a piece of the information pie.

**Storytelling Hints:** Any player who loves intrigue would feel at home here. A Story using NSA agents can be a good chance to use gadgets, detective work and heavy firepower in the efforts to fight the Undead. Always remember, they should never know who they can trust and who they can't.

# The Center for Disease Control (CDC)

This government agency, based in Atlanta, Georgia, monitors outbreaks of diseases all over America to determine the dangers posed by these outbreaks. Its purpose is to try to predict, and advise on dealing with, massive contagions and outbreaks of contagious diseases as well as other health risks. One of its most vital efforts is aimed at controlling the AIDS virus.

It has been concerned recently at the mysterious appearance of the virus in cases without known blood contact. This implies that the virus has mutated into an aerosol contagion, transmitted through the air. If this is true, the advice this agency would deliver to the federal government would cause massive legislation towards controlling the spread of the virus, possibly including the heavy quarantining of victims of the disease. A new age of repression and fear would dawn.

But the agency has not yet had any evidence, beyond the mysterious transmissions, to believe in an air-transmitted HIV virus. The truth, if it ever came out, is even more horrible. It is the wanton drinking of the Kindred that is spreading this disease, as they carry the virus from victim to victim.

The CDC is mobilizing its formidable resources to solving this dilemma. It may only be a matter of time until they discover the carriers of the virus. With the CDC's credibility, the meticulousness of its methods and the publicity its

activities attract, the Masquerade would be torn away, and hunters would descend on the Kindred like a pack of dogs.

Another danger, though slight, is the occasional Ghoul. Sometimes, in the course of their work for the Kindred, they have been arrested and routinely tested for drugs. The strange content of their blood has sometimes caused doctors to send it out to the CDC for clarification. It is still a mystery to the CDC, and they have done much so far to uncover the contents of the blood, but due to the extreme rarity of cases, the priority of investigation is low.

If the FBI Special Affairs forensics experts were to confer with the CDC on this blood, they would make amazing scientific discoveries from it, even to the extent of eventually synthesizing the blood. The military uses for this are so phenomenal that such research would not be simply ignored.

## Motives

To discover the nature of the mysterious HIV transmissions that have no apparent cause.

## Method

The Scientific Method characterizes the procedures the CDC goes through in investigating diseases, with some employees using the Detective Method to gather information on the stranger strains encountered.

## What They Know

They as yet do not know of the Kindred, but all it will take is one Kindred forgetting to lick the wound, and massive scientific investigations would begin on all receivers of the virus, perhaps including even Hypnotism, which may reveal a Kindred's command to forget the feeding.

## Structure of the CDC

Dr. Marisa Fletcher is the head of the research team now looking into the transmittal mystery. As the cases have steadily risen, so has her funding and power to interfere with law enforcement investigations if needed. She has a team of four researchers under her. Samples and information are sent to her from all over the country for investigation.

She has not yet conferred with the researchers who have studied the few cases of strange Ghoul blood. If she does, she may notice that the trace elements in the victims' blood match those found in the Ghoul blood, and she would move on to another phase of the investigation, with yet more power and funding.

## Playing a CDC Researcher

You may not want to play any of these people, as they do not always make for exciting or dramatic gaming, but an ex-CDC researcher can command a great deal of respect and bring significant scientific knowledge to bear on the problem of the Undead

Current members would all have a Medicine Knowledge at at least 4, with a specialty in Diseases. They would have Contacts 3 (various medical personnel throughout the country), and Influence 3 (ability to recommend quarantining of areas and people). Former members would lose their influence, but gain allies (old friends in the CDC).

Common Archetypes are Caregiver, Cavalier, Director and Martyr.

## Kindred Reactions

The Kindred are just beginning to be aware of this new threat to the Masquerade. They believe that since they exchange no bodily fluids, they are safe. However, they forget that some blood can remain in their mouths and on their lips and fangs. Thus those who most spread the disease are those who flit from victim to victim, feeding several times a night. Those few who know of their role in the spread of this disease move very carefully. Petrondon, the Nosferatu Justicar, has worked to keep government funding for AIDS research at a low level, but the vast outcry for more money from AIDS activists may soon overcome his efforts.

Disease is something with which the Kindred have rarely concerned themselves, as it does not affect them. The dangers of a plague transmitted by Kindred are rarely considered. Some Kindred, old enough to remember, know of the evidence brought before Inquisition judges long ago, pointing out Vampiric causes in the Black Plague. But these Kindred crawl away to their hidden havens, too paranoid with age to do anything about it.

The Anarchs may be the ones to blow the whistle on the Masquerade, as they rarely mind the consequences of their drinking. The party may be over soon.

# The Arcanum

*... my library was dukedom large enough.*

— Shakespeare, *The Tempest*

Among people of learning and knowledge in this world, there is a group of those dedicated to the pursuit of that knowledge long lost by the rest of humanity, the lore of the occult. They tirelessly work to glean what wisdom they can from the world's mass of stories and tales told by the fire at night, and from the ancient records continually unearthed in old tombs and archaeological digs. This group has gathered together an amazing amount of Occult Lore in every subject imaginable.

They are aware of the Kindred and the werewolves, the Faerie and the spirits that flit between worlds. There are chapters of this organization all over the world, but the

founding chapter is in London, England. These chapters consist of members, scholars all, who have long exhibited a deep, abiding interest in the occult, and the wisdom that can be gained therefrom. Membership is open by invitation only, and a current member must sponsor the entry of any applicants. It is a very exclusive club, which keeps its true purpose and interests a secret from outsiders, who "would not understand the onus of our responsibility to Humankind to Know."

## History

The Arcanum was begun as an organization in 1885 by Benjamen Holmscroft, an occultist disillusioned with the Hermetic Order of the Rising Day, of which he had been a member. He tired of their continual substitution of imaginative theories over a wisdom gleaned from known facts and rational conjectures from myth and legend. He quit, and after a few years of long brooding and planning, sent out invitations to fellow occultists whom he believed to be of the "same stripe" as himself.

They gathered together in his drawing room late one night to discuss his new idea. He proposed for them to join together in a scholarly organization whose purpose would be the "incessant and irresolute pursuit of Wisdom and Knowledge hidden in the shadows of the world." This would be called the Arcanum.

Holmscroft and many of his guests, besides being members of various popular Hermetic Orders, were all members of an older and more secret society: that of the Rosy Cross, or the Rosicrusians. Their ultimate goal in the pursuit of secret lore was the gaining of immortality. In this they followed in the tradition of medieval alchemists, and many of the founding members were practitioners of that art and science.

It is a little-known secret among the subsequent members that, among the original cabal, were figures of great age, men who had acheived some limited success in their experiments with immortality through alchemical processes.

The Founder's first act, under the leadership of Holmscroft, was to set up a chapter office in London, where they would house their repository of records. One of the agreements made among them was the communal use of each other's personal libraries, collected together at the new office. This was an astounding achievement on Holmscroft's part, considering the petty jealousies of most scholars of the time, and without it it is doubtful that the Arcanum could have survived into the modern age. The central library, the "Axis Mundi of the Arcanum" as it has been called, has been most helpful to many successive members, many of whom make sabbaticals across the ocean to study there.

## Current Status

Since that time, many Chapter Houses have been set up all over the world and in far-flung corners of the earth. The

largest and oldest in America is located in Washington D.C., in a large house in Georgetown. Another is in Boston, Massachusetts. There are smaller Houses in other cities and towns throughout the United States.

The current Head of the American Order, Jonathan Kelvin, was the youngest of those original Founders. He has maintained good health and longevity through the years due to his alchemical lore, but even he is now in the grip of old age. He resides at the Georgetown Chapter House.

Recent membership in the Arcanum has been falling off of late, due to the "lack of character" among the new generation. Few of sufficient learning, intelligence and desire to warrant invitation have come to the notice of the Arcanum. Most members lament the irrationality of the New Age movement while applauding its motives.

There are a few young mavericks who have, however, entered the ranks of late and are actively researching Millennial Lore, or the apocalyptic musings of scholars concerning the end of the world with the coming of the millennium, or the year 2000. Some of these scholars are pursuing the rumors of the Kindred Antediluvians in light of Eschatological study. This has created a recent revival in Kindred Lore among the Arcanum.

The most influential of these young men is Thomas Yardley. He was a philosophy major at Harvard when, on a dare, he entered a haunted house. His experiences there changed his entire outlook on knowledge, and he began delving into occultism. His expert and rational papers on the subject caused the Arcanum to take notice of him. An invitation was soon offered, which he gladly accepted. He is preeminent right now in investigating Kindred Lore, as the Antediluvian apocalypse, or Gehenna, is of especial interest to him.

## Motives

Curiosity is the only motive of the Arcanum. None but the newest and youngest members actually desire to get involved with the hunting of Kindred for their destruction. The older members prefer to study them from afar, within the safety of their leather lounge chairs. Younger members say this is due more to cowardice than anything else, but the elders' philosophical views support their stand.

They do actively seek to interview any Vampire hunters, and anyone who has witnessed occult or supernatural events.

## Methods

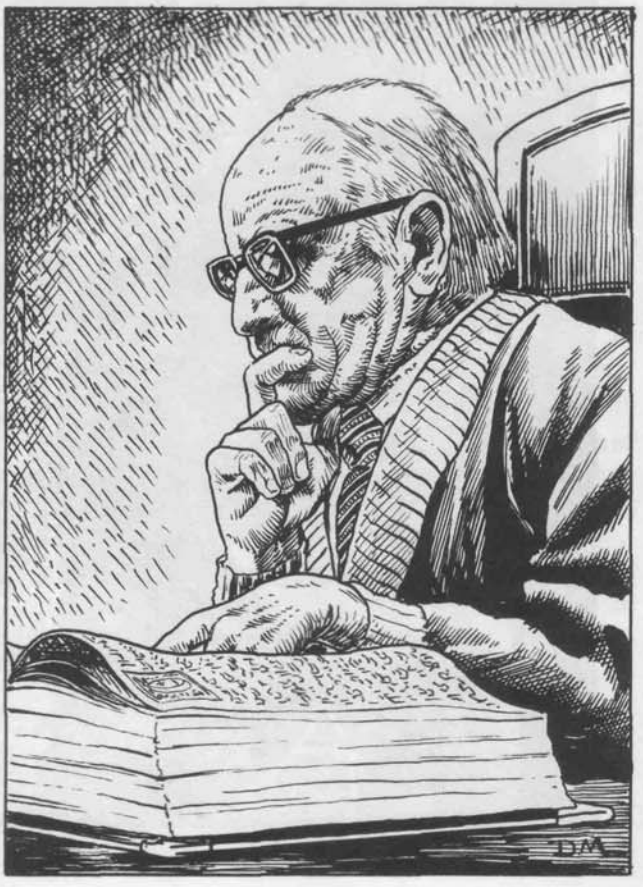
Among the variety of methods employed by Arcanum scholars are the Scientific Method, the Detective Method and the Mystical Method. The Heavy Firepower Method is never used by this organization, though they occasionally study its practitioners. Destroying the Kindred, or involving themselves in their machinations, is against their code of purpose to learn.

## What the Arcanum Knows

They have a vast body of information on the Kindred, but coupled with actual truth are many false assertions. Due to the more scholarly, and less active, role of the Arcanum, much of the information has not been fully tested 'in the field'. The Arcanum is excessively involved with theory, and is lacking in practice.

Just about all the information presented on Kindred in **Vampire** and **The Players Guide** is available in the Central Library, and maybe in Georgetown also. But it is mixed with the false legends and myths that have grown up around Vampires. They have depositions on file from known Vampire hunters, but these vary in what can be learned from their experiences. Some of these files claim Vampires can be turned by crosses, while others attest to the miserable failure of such methods. Only a few in the Arcanum have come to the conclusion that Faith is required to use holy symbols against Kindred.

The individual scholars of the Arcanum gather in informal debates on the veracity of these legends, but none have been able to come to any final conclusions, which has caused the younger members to believe more active investigations should take place. The older members believe this would destroy



their reputation of objectivity and noninvolvement, which some insist to be the reason they have not been the object of Kindred attacks.

Until the Arcanum becomes more conversant with experiential facts, their theories will not uncover any essential truths.

## Structure of the Arcanum

The Arcanum is divided into Chapter Houses, with the Main House being in London, where the Grand Head resides. Each house has its own Head and subofficers with various titles, largely honorary rather than administrative, such as Head of Libraries, Head of Paranormal Phenomena, Head of Regional Lore, etc.

There is also a Financial Officer in each house who handles the finances of that chapter. Due to the massive funds contributed by the Founders, coupled with current grants and excellent investments, the members of the Arcanum are largely able to make their membership their sole source of income. They are each paid a gratuity and offered room and board at their House of membership, although some members still keep their professorships and positions in society. This is all in return for additions to the Libraries, either from the member's own researches or the presenting of books to those Libraries.

## Playing an Arcanum Scholar

The starting template for this character type is suggested in **Vampire**. Beyond a common interest in knowledge, these scholars vary immensely in type. Many specialize in all kinds of different areas of knowledge. Some are in good, fit shape from the Polo field, while others have not left their musty libraries for weeks. Besides being top-heavy in Mental Abilities and Knowledges, feel free to come up with any combination of other skills.

As members of the Arcanum, all characters will have the Background Resources 1, which allows them to live without a real job. They also have Allies 2 (other members, but the number that can be mustered in any hurry is variable), and Contacts 4 (various scientists and other scholars around the world). Some members may also have some degree of Fame, being writers of bestsellers, or perhaps they are popular documentary narrators, with billions and billion of viewers.

## Kindred Reactions

No Kindred wish the Arcanum to gather information on them. Their mystery is important to the Masquerade, and Arcanum Libraries are a great risk to it. A Vampire once succeeded in burning down the Boston chapter's library, but rather than helping, this made the Arcanum extremely suspicious and the security measures they have instituted now ensure that only members have access to these libraries. The Arcanum has recently instituted routine blood tests for all members to prevent a Ghoul from entering their ranks. The risk of doing so is now considered too dangerous by Kindred, and none wish to give the younger members of the Arcanum excuses to actively seek them out.

This organization is considered rather harmless, and this has caused many Kindred to be incautious concerning it.

Additionally, Kelvin, Head of the American Order, is terrified of his old age. He greatly fears dying. His alchemical methods to extend his life have recently been ineffective, and he is secretly considering seeking out a Kindred to Embrace him and give him the immortality he desires.

## The Inquisition (the Society of Leopold)

*Wether the belief that there are such beings as witches is so essential a part of the Catholic Faith that obstinately to maintain the opposite opinion manifestly savours of heresy.*

*— Malleus Maleficarum, Part One, Question 1*

Certainly the most feared of the Vampire-hunting organizations, the Inquisition has many footsoldiers in the war against the demonic Vampire menace. Their numbers are small, but this is made up for by the courage and relentless sense of duty of the few who follow the dictates of this group.

The reason for the fear this group engenders, regardless of any actual ability on their part (and their abilities are strong), is because of its power of old, when it led massive campaigns against the Kindred through the Church in the Middle Ages. This campaign destroyed many ancient Cainites and prompted the creation of the Masquerade to protect the survivors from another Inquisition.

The vast majority of members of the Church no longer believe in Vampires, werewolves, or witches. But those of

the Inquisition, called by themselves the Society of Leopold, believe firmly. They have seen and combatted them. But they have as yet been able to produce little evidence of their experiences to the Church and thus gain the power they need to finally destroy these creatures of the night.

## History

The Inquisition was begun in the early Middle Ages. Instituted to destroy a host of Christian heresies, especially the Catharist Heresy, it quickly became an excuse by the Church to rid itself of undesirables and cement its hold on the populace. Regardless of the political purposes that corrupted the Inquisition, at the time it was believed to be most necessary. It was only in its later period that it became nothing more than the tool of political men.

Early into its investigations, the existence of Kindred was discovered. This caused many rabidly faithful men to turn to hunting them down. Torquemada, the Grand Inquisitor of Spain, used torture in attempts to identify Kindred. He had heard reports by church hunters of their blood-power to heal themselves, and believed torture would reveal those with this power. The great pain caused to innocents during this was considered the price the Church had to pay to weed evil from the world. Anyone who was innocent would be rewarded in the next world for their purity.

Soon after, the Kindred came together to form the Masquerade. This caused the Church to believe that it had been successful in destroying the Kindred, despite the occasional reports from individual Vampire hunters. The public outcry against the Church's Inquisition was growing, and Torquemada's methods shocked even the Pope. It was now a time for forgiveness, and no one wanted to believe that all the torture and pain had come to naught. Hence, the Church officially closed the book on the existence of Vampires.

But there were those who knew too much about the Kindred to believe this, and they maintained the Inquisition, with the strength of their ties to the Church leaders. After a long period of time with no successes in discovering Vampires (due to the Masquerade's early strong laws against Kindred revealing themselves), the Church soon closed down the Inquisition as a part of the Church. But even then, they did not stop. They renamed themselves the Society of Leopold and continued their investigations and searches for the Kindred.

## Current Status

The Society of Leopold has become the largest center of Vampire and witch hunters in the world. The number of powerful hunters who have come from their ranks is greater than from any other group. Often, individual hunters will join with the Inquisition for a time, and later continue on in their own way. In this manner, the Inquisition has served as a clearing house for much hunting activity. They continually strive to contact new hunters and bring them into the fold.

The current Head of this Order is Monsignor Ameliano. He is a long-time hunter, having been secretly taught the lore of the hunt by his own father, a Catholic priest. Placed in an orphanage from birth, he studied for a long time to be a priest and ignore his hunting past, as many others told him it was insane. But he encountered a Vampire one night in a cemetery. Horrified, he drove it forth with his faith alone. Since then, he has turned his strengths to leading the Society of Leopold into the modern age without losing its vital traditions. However, he believes too many hunters are corrupted by worldly desires such as power, and sometimes even let pity sway their hand against Kindred. He strives to educate his Society on the theological horrors of the Kindred.

## Motives

The motive of the Inquisition is destruction of all Vampires, werewolves, witches and any other creatures of the night. A deep theological and moral sense of duty supports this desire. The Bible leaves no room for doubt as to whom the Kindred really serve, and no hunter should suffer one to exist.

## Methods

The Religious Method and the Heavy Firepower Method characterize the actions of the Inquisitors. Faith, for them, demands destruction of the Kindred. Many of their hunters use the Detective Method to track down their prey.

## What the Inquisition Knows

Almost everything. They have the most experience of any other group in hunting them, and thus they possess a huge amount of practical lore on them. Some of their lore is wrong, due to excessive belief in superstitious testimony, but they all know every way to kill a Kindred.

They have more current information than the Arcanum on the present state of Vampire society, as they have men in the field who can identify Kindred and what their positions in society are. The amount an individual hunter of this group knows depends more on experience than any study of lore. Most hunters of the Inquisition do not spend as much time with research as they should, fearful that it wastes time while important destruction awaits.

## Structure of the Inquisition

The head of the Order is located in the Society's offices in Rome. There are chapters of the Order all over the world, and the Inquisition sometimes sends out missionaries to the far corners of the Earth to aid the unenlightened against Vampires. All the leaders of the Order are from the Catholic

Church, although the Order is no longer officially of the Church. The various chapters are organized much like a local Catholic church.

## Playing an Inquisitor

**Vampire** provides a starting template for a hunter or minister from the Inquisition. Other skills not listed would be Theology, History and any of the various Lores concerning Kindred, Lupines or Spirits.

Common Archetypes are Visionary, Judge, Honest Abe, Pedagogue, Fanatic, Loner, Cavalier and Martyr.

## Kindred Reactions

Very old Cainites fear this group from memory of their actions in the Middle Ages. They do all they can either to avoid them or gain revenge. The Camarilla knows run-ins with the Inquisition hunters are inevitable, and their Princes attempt to alleviate the damage as much as possible by throwing unwanted Kindred in the hunter's path. This will either end up with the Kindred destroyed, the hunter dead, or both. Most Kindred realize the futility of trying to talk the Inquisition out of its actions, so they resort to violence, which has caused many Inquisitors to be well-trained in fighting.

# Children of Osiris

*Then Isis fanned the cold clay with her wings: Osiris revived, and thenceforth reigned as king of the dead in the other world. There he bore the titles of Lord of the Underworld, Lord of Eternity, Ruler of the Dead.*

— James George Frazer, *The Golden Bough*

While many Kindred have heard of this strange Vampire group, few believe it ever existed, and those who do believe all its members to be destroyed. In fact it still exists, in hiding and deep secrecy, and its members are the age-old enemies of the Followers of Set.

## History

Long ago, along the Nile River, a war was waged between two Kindred, Sutekh (later called Set) and Osiris. They sent their broods against one another, violently opposed to each other's moral views. Whereas the Followers of Set represented the darkest things in the world, the Children of Osiris longed for a return to the values of humanity, to preservation of the precious Humanitas. Set was eventually defeated, but not before his Followers managed to destroy most of the Children.

Osiris was once a philosopher in a grand Egyptian court. Embraced by a powerful aristocrat who longed for him to join in the ecstatic joy of Night (and to use his skills in the growing Jyhad), Osiris' new abilities repulsed him, and the moaning

of the Beast deep within him shook his spirit. He turned to ancient methods of meditation to escape the horrible desires his new body thrust upon his consciousness. Through great will, magical lore and deep mystical enlightenment, he achieved an incredible state of control over his degenerating Virtues. But the price was an unlife of strong abstinence and discipline.

His way differed from Golconda in that it had not the joyful feeling accompanying that mystical state of being. It was not permanent, but dependant on rigid discipline and dogmatic rules of behavior. But, if practiced diligently, a Vampire could prevent his Humanity from decreasing, and gain new powers therefrom.

He went and preached his newfound way to other Kindred, and some joined him, seeking the control over the Beast that he had made evident in himself. His way was marked by an intense feeling of rebirth upon attainment of the consciousness he preached. In this way, the Children of Osiris grew. So to did the hatred of Set and his Followers.

In the most famous incident of the war, Set personally hacked Osiris limb from limb and scattered his body to the far corners of the land. Osiris' first follower, Isis, searched everywhere for the parts, desperately hoping to bring him back, but fearing that it was impossible for even a Kindred to survive such destruction. She eventually, after long travail, reconstituted his body. All his Children gave of their blood to try to revive him. As their blood poured into his damaged veins, the flesh began to mend, and come together whole. Osiris' eyes opened and he arose. A great cheer arose from his Children. Through force of will, he had maintained his consciousness through even the Final Death, and had returned.

But there was one consequence of his maiming. His blood was not the same after his rebirth, for it no longer had the power to create Progeny. It could still heal his injuries, but it had no power to create more Kindred, or even turn mortals into Ghouls. Since that time, none of the Children of Osiris have ever made their own Progeny. Their ranks come from the disillusioned of other clans.

## Current Status

Osiris disappeared from the sight of his Followers soon after Set vanished. The remaining Children have handed down his ways and disciplines since then. The current master of this group, called the Grand Undying King, is one of Osiris' last Progeny, before he could no longer create more.

His location is unknown to most of the current membership, but he occasionally appears when the chance to thwart the Followers of Set arises.

The Followers of Set believe all the Children to be gone from the Earth, but this is due to the Children's highly secret methods, using only their allies and retainers to act for them. Their extremely ascetic ways require that they not risk the impurities of the world of Kindred society. They will leave their hidden Havens to recruit new members, but candidates are very rare, with invitations extended only to those already inclined towards the search for mystic truths.

## Motives

Their main concern is the keeping of their Humanity and Virtues. To do this, they must practice time-consuming rituals of meditation, and maintain rigid rules of behavior. Greatly aided by the sanctity of a Temple; some find that if they are unable to meditate in its pure environs they will quickly degenerate in virtues.

The Children abhor the Followers of Set, and their only contact with the Kindred, besides recruitment, is to move against the Followers and their kind. The current drug war in America has provided excellent cover in attacking the Followers of Set's criminal retainers. On rare occasions, a Child will work against the plans of the Sabbat, for they revile the Sabbat as petty imitators of the Follower's true evil.

## Methods

The Children use the Mystical Method to achieve their goals. Occasionally, they will use the Manipulative Method to destroy Followers of Set from afar, being careful to leave no trail which leads back to proof of their continued existence.

**Appearance:** Their physical traits vary, as they recruit from various other clans, including Nosferatu. They are usually adorned in pure white robes, sometimes trimmed with mystical symbols and mandalas. They never wear items that would distract them from their all-important discipline, like the secular distractions of T-shirts or expensive clothing. They are all shaved bald, including females.

**Haven:** They prefer very secluded locations, such as mountain tops, or ancient ruins that have a history of mysticism associated with them. They live communally in Havens called Temples, which are necessary to attain their Discipline of Bardo. These Temples are adorned with magical symbols, mainly Egyptian, but also many of eastern origin, for the Children have become mystically eclectic over the years, as exhibited by the Discipline of Bardo. The Grand Temple is located on a snowy mountain in Nepal, nearly inaccessible to the world. The First Temple lies abandoned under the sands of Egypt, destroyed by the Followers of Set long ago.

**Background:** All their members come from other clans, or are Caitiffs. Thus there are few neonates in their ranks, but likewise few Elders join, as their Humanity is usually too low to maintain the Children's lifestyle. Humanity must be no lower than 8 to be invited.

**Sect Disciplines:** Whatever the Kindred possessed before joining; also, all must learn the Discipline of Bardo.

**Organization:** The Children are gathered together in their rare and isolated Temples. Each Temple has a grand master, called the Undying King, and his consort, the Queen, sometimes called the Daughter of Isis. He leads the others in his example of asceticism. Other than that, hierarchy comes in levels of respect, gained through degree of adherence to discipline.

**Status:** Status is gained by the number of Children who have attained a balance under the example and tutelage of the Kindred in question. This is rarely forced tutelage. Is it is more like learning simply by example. Thus the Kindred whose existence is the purest gains the most status.

**Common Archetypes:** Visionary, Penitent and Perfectionist. After a few years among the Children, one's nature and demeanor will be the same. They put forth no illusions about themselves.

**Quote:** *"We are those who have refused the call of the Beast. He no longer wails in us, for we have shut him out. We have been reborn in the Light of the Way, the only light our kind can now withstand. The True Light of Humanity. We are accursed, but through Will and Contemplation, we can be redeemed."*

**Stereotypes:**

The Followers of Set — Fools who have doomed their souls to enslavement by the Beast. They threaten to blot out the True Light from the vision of others. They must be destroyed before their darkness can rule the world.

*"Ha, we drank them dry and burned the bodies. Those who were our enemies are no more, and let that be a lesson to any who oppose us."*

Shandy, Follower of Set

The Camarilla — Pity those who struggle in the impure forces of the world. They are accursed, but some try to see the Light and seek peace within. These we shall aid and bring to Rebirth.

*"The Children of Osiris? They once existed, as I understand it, in ancient Egypt, but like so many Elders before, are now gone. Their mystic secrets died with them. Pity, for there was probably much power to be gained from their lore."*

Hargau, Elder of Clan Tremere.

The Sabbat — Evil, damned fools, who dream of being what the Followers of Set already are. Most do not realize the ultimate end to their aims, but they all lie in darkness. They should be destroyed just as the Followers of Set.

*"Ah, but if even one of the Children still existed, I would Bond it to me and force it to see what joy is to be found in the night."*

Terrifisto, Elder of the Sabbat

Inconnu — To be so old yet so naive and ignorant. It is to be pitied. They are too impure because of their years in the world, and they have heeded the Beast too often to be saved.

*"I tell you, they still exist! I have seen one with my own eyes. She was beautiful and cold at the same time. I feared to touch her lest she break, but the light behind her eyes was ineffable."*

Ibn Alomar, Fifth-Generation Brujah

# Bardo

This is the Children of Osiris' discipline, handed down since Osiris himself first discovered this path. It involves attainment of a constant state of mystical consciousness, only achieved by living the rigid, ascetic life of the Children. Is is named after the Tibetan word for the half world, the place entered between life and resurrection. This is this realm where the Children of Osiris' consciousness resides.

This discipline is not the same state as Golconda. Golconda is a realization and acceptance of the way things are, while the Children's disciplines are based on denial. They deny the beast within them by intensely concentrating on their Humanitas and their state of death. If a Child was to give up his mediations and discipline, he would be assailed by his dark, repressed half, so long denied: the Beast unbound.

The Child must maintain Humanity equal to their highest level of ability, or else lose that ability. For example, a Child must have a Humanity of 9 to gain the ninth level of attainment. If the Child's Humanity were ever to drop below the required level, then the ability of that level is lost and must be bought all over again with experience points. The Child can counteract this with their first discipline.

## Level One:

**Restore Humanitas:** The first discipline taught to new Children is the ability to regain lost Humanity. This ability must be used within a week of the loss. The user must meditate for one hour per point she is attempting to regain. Then, Conscience and Empathy are rolled with a difficulty equal to the level of Humanity being restored. The number of successes is the number of Humanity points gained back (though the Child cannot gain back more than were lost). If the roll is botched, the user must perform penance before this ability can be used again. The Temple's Undying King can recommend appropriate measures.

If this ability is successfully used within the week after losing Humanity, then the any levels of Bardo also lost are regained.

## Level Two:

**Banishing Sign of Thoth:** The Child learns a mystic gesture which can defend against any supernatural influences. The Child rolls her Dexterity and Occult with a difficulty of 8. The Number of successes is the number added to the difficulty roll of any supernatural power attempting to work upon the Child. These include Thaumaturgy, Vampiric disciplines (Domination, Presence, Auspex, etc.), Lupine spirit magics and the enchantments of Faerie. It will also work against the Faith of mortals who are attempting to turn the Child, or injure him with their Faith.

Rumor says this ability was taught to the Children by Thoth, an ancient Mage and powerful ally of Osiris. None know today if he was a Kindred or a powerful mortal, or if he even existed at all.

## Level Three:

**Gift of Apis:** This level of ability frees the Child from the curse of having to drink from mankind to survive. The Child can drink from animals and gain as much nourishment from their blood as from mortal Vitæ. As long as the proper rituals are maintained, this ability does not diminish with time. The Grand Undying King of the Children of Osiris has not drunk mortal blood since the fall of Rome.

## Level Four:

**Pillar of Osiris:** The Child can create a Pillar of Osiris, the center of a Temple, where the study and meditation of Bardo can be maintained. Any spells or supernatural disciplines practiced within the Temple subtract three from the difficulty factor to succeed. However, if a Child spends an extended time away from a Temple, the chance of frenzy increases. For every month away, increase the difficulty roll to frenzy by one. Also, the instances in which a frenzy are called for increase, until after a few months, even the slightest annoyance may trigger it. Only regular meditation at a Temple can prevent this degeneration.

Most Children reside at a major Temple, where fellow sect members aid them in the maintenance of their strict path. But sometimes, a Child may have to enter the outer world on sect missions. This level of ability is vital to the Child's mystic health.

Any place can be turned into a Pillar after a night-long ritual. The Pillar is an abstract concept of a mystical center, and does not require a physical pillar. The Child rolls Willpower versus a difficulty decided by the Storyteller, dependant on the nature of the location. A secluded cave, never disturbed by violent Kindred or mortals, would only be a difficulty of 5. But a city apartment on the most crime-ridden

street in the area would be a 9. A suburban home in a nice neighborhood would fall in the middle, with a 7 difficulty. The number of successes is the number of weeks the Temple can be maintained before another ritual is required.

## Level Five:

**Paradox:** With this level, the Child has gained enough knowledge in her mystic studies as to innately understand the illusory nature of the world. She can utter an extemporaneous remark about it, usually a nonsensical phrase or haiku.

The Child rolls her Wits + Manipulation against each listener's Willpower. Anyone whom she is successful against suddenly becomes overwhelmed with knowledge of the essential oneness of the universe. They are in a confused trance and must make a Willpower roll (difficulty 7) to successfully attempt any action for the rest of the Scene. At the end of the scene, the knowledge will fade away, sunk again into the illusions of the mind.

The person so affected by the paradox must add one to any difficulties to harm the Child after that, as part of their self remembers the bliss the Child delivered, if only for a few fleeting moments.

Sometimes the phrase's effectiveness can be added to by striking the intended listener with a sudden blow while pronouncing the phrase. This subtracts two points from the difficulty (the listener's Willpower).

## Level Six:

**Boon of Anubis:** This ability allows the Child to protect a mortal from the Embrace. If a mortal so protected is bitten by a Vampire who then attempts to turn her into one of the Kindred, it is ineffective. The Vampire will not realize this until after the mortal awakens from the first sleep. The mortal will, however, be considered a Ghoul.

The Child must prepare herself in a meditative ritual before contact with the intended mortal. She rolls her Empathy + Occult with a 6 difficulty. The number of successes is the number of weeks for which the mortal will be immune. If she fails, she may not try again on that mortal for another lunar month. If she botches, she may never protect that mortal.

Once successful, all that is required to bestow the protection on the mortal is a kiss. This kiss can be anywhere on the face, but is most often on the forehead, where the mystical third eye resides.

## Level Seven:

**Bring Forth the Dawn:** This ability does not actually cause the sun to rise, but instead causes Kindred to sleep as if it were daylight. The Child rolls his Occult + Manipulation versus the Humanity of the Kindred targeted. The number of successes is the number of hours which the Kindred will sleep. The Child can affect multiple targets by dividing his dice pool.

Any disciplines or Thaumaturgy rituals which protect the Kindred during the sleep will work in defending against this level of Bardo.

## Level Eight:

**Mummification Ritual:** This allows the Child to force a Kindred into torpor and keep her there for a defined period of time. This is a long ritual, so the Kindred must first be constrained against escape during the ritual, or incapacitated. The Kindred must be wrapped in ritual bandages to bond her soul and body into confinement. After an eight-hour ritual, the Child rolls his Willpower versus the Willpower of the Kindred. The number of successes is the number of centuries the torpor will last.

This is a ritual the Children of Osiris sometimes use against any Kindred they feel are too dangerous to be allowed to move freely in the world, such as Followers of Set. It is a form of punishment for those they feel are evil, yet do not deserve final destruction. The mummified Kindred is then usually sealed up in an ancient ruin hidden from the world.

However, the Kindred can increasingly resist the torpor over the years. The confined Kindred can roll her Willpower to break the torpor once for every century that passes. The difficulty begins with a 9, but decreases by one every century passed.

Ghouls can also be mummified, so that they can follow their masters into the next eon.

## Level Nine:

**Ra's Blessing:** After a long period of mediation, a Child with this level of mystical ability can walk outside during day, in full sunlight, and not come to harm. The Child must prepare in a month-long ceremony of ascetisism, contemplating the Light Within. After that time, she must roll her Humanity versus a Difficulty of 10. The number of successes is the number of hours she may walk the day. A botch means that the child cannot try again for another decade.

This ability to look upon the sun can bolster a Child's Humanity and Virtues. For every hour spent under the sun, the Child can roll his Humanity, or one of his Virtues, against a difficulty of 9. A success means that trait is raised by one.

## Level Nine Ritual:

**Rebirth:** This powerful ritual allows the Child of Osiris to be brought back from Final Death. This ceremony must be overseen by a Daughter of Isis. All who reside in the dead one's temple must contribute at least one blood point each. The condition of the body is unimportant, as long as some part of it is there. The Vampire's consciousness has achieved a level of static existence on the astral plane, where it can reside until regaining its body.

The Vampire must roll his Willpower versus a 10 difficulty. If he succeeds, he can use the blood points poured on his body to heal it. When restored to full health levels, the Vampire can again live as he has before, but he has lost the ability to create Progeny or Ghouls. While he retains his Generation for purposes of Domination and other disciplines that rely on generation, his blood no longer is of its original potency, and anyone drinking it whole will not gain that generation. The Child can only use this ability once per century.

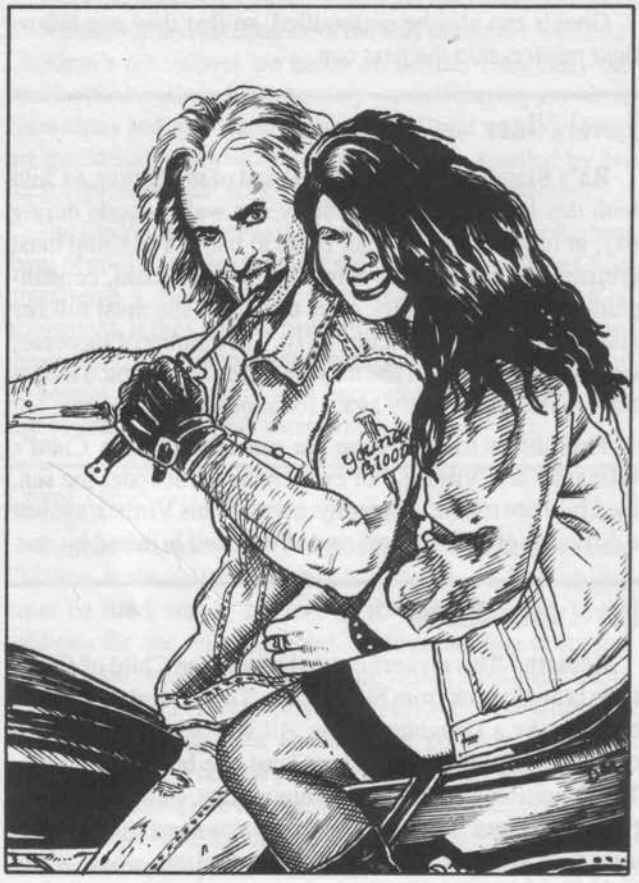
Note that there is no 10th level of Bardo. Indeed, none of the Children have ever heard of a Third-Generation Cainite ever practicing the Discipline.

# The Young Bloods

*...nothing like a big hit of red corpuscles to give a man the right lift for a rush into politics.*

— Hunter S. Thompson, *Fear & Loathing on the Campaign Trail '72*

There are some real nuts out there in the streets, living on the edge, seeing only as far ahead as the next minute. The Young Bloods are a gang of such people. They roam the highways and streets of America, hunting Vampires and drinking their blood. That's right, these deviants are Ghouls, but the vitæ that moves them was not given voluntarily.



They started out as a group of motorcycle enthusiasts in Los Angeles. They were the wildest of that bunch, always getting into some form of trouble. Their gang finally kicked them out, sick of their craziness. They were approached by a weird-looking guy that night, on the meanest hog they'd ever seen. His name was Lamar, and he proposed they get together, with him as leader, and call themselves the Bats Out of Hell. He promised them more fun then they could imagine.

They said what the hell, and a new gang was born. They tore up the town, and could never figure out why the cops never caught them, not even once. They never saw Lamar by day either, and didn't know where he lived. He just showed up at night and off they'd go. But after a while of this, they got together and ganged up on him, asking him who the hell he really was.

He told them. Actually, he showed them. He tore off on his bike and just grabbed that homeless guy. Then he bit his neck and started lapping up the blood. The gang was frozen, staring in disbelief. Then Bob, the sort of second in command, just started laughing. Then they all laughed. This was the coolest thing they'd ever seen.

Lamar then showed them something really tough. He told them to drink his blood. Grossed out at first, they did it anyway. The sheer rush was enough to addict anybody, but especially these danger freaks. And so the gang rode on, enjoying Lamar's blood every once in a while, knowing that he knew People At the Top, so no two-bit cop would dare try anything against them.

But they soon got sick of Lamar and his lordly manners. So, they did what Bob recommended. They offed him, just like in the movies. A stake (actually a broken chair leg) through the heart, and then they drank him dry. He just sort of crumbled to dust soon after that.

They had some major arguments about what to do next, and all came to the conclusion that Lamar's Friends would probably have it in for them, so they took off out of town. They soon discovered, however, that life was incredibly dull without the vitæ.

They hunted down another bloodsucker, after waiting long nights around another town. They found a cuss-ugly one climbing out of a sewer and nabbed him. They only took about half this time, then dumped him and rode off, whooping, into the night.

And they've been doing it ever since, getting better at it all the time. Soon after, Bob gave them their new name: the Young Bloods, cause that's what the blood did for them, made them feel like they'd never grow old and die.

Little do they know, though, that the Kindred are now aware of them, and ready for them. Their days are numbered, but what the hey, everyone's gotta die, right?

Wrong. Some just keep going on.

## Motivation

Just for the sheer fun of it. None of this gang has ever grappled with the idea of their own mortality, and just as well. They'd freeze up with fear if they ever really thought about what they're doing.

## Methods

The Heavy Firepower Method, lacking all subtlety and art, is the only method the Young Bloods use to go about having a good time.

## What They Know

They know Vampires have some kind of society, but nothing specific about it. They believe most of the movie lore about Vampires. All they really know is they like the blood, and gotta have more of it, and the hell with any Vampire who gets in the way. They always carry stakes with them, on their person and on their bikes.

## Structure of the Gang

What structure? Bob's in charge, but after that, it's whoever can muscle his or her way around.

There are 15 of them in all, including Bob. Four of them are girls, and they hold their own extremely well. One of the gang, Rod, is developing some weird lumps on his face. He thinks it's because of that ugly Nosferatu he drank from.

When assaulting Kindred, they all carry extra-strong handcuffs which they lifted from a police station. The cuffs are designed to stand up to the kind of pressure a lunatic on PCP would put against them, and anyone without a level of Potence will need to spend at least two blood points on his Strength before getting a chance to break out of them. Roll Strength + Potence against a difficulty of 9. One success breaks the chain, but leaves the cuffs on. Two or more breaks them off completely. Three successes means the lock slipped and the cuffs can still be used.

## Playing A Young Blood

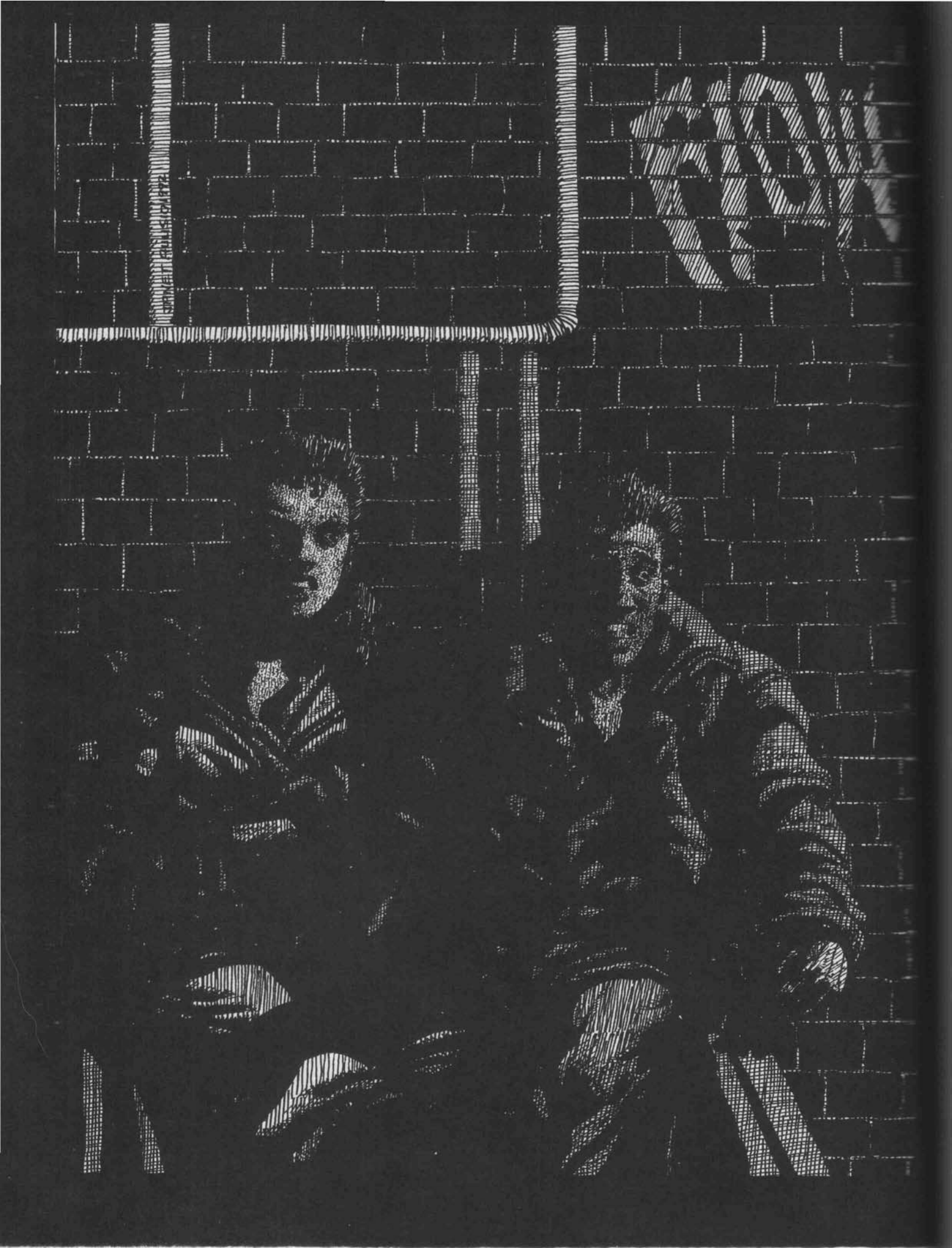
You have Drive 4, with a specialty in Motorcycles. You also have Brawling skill, and are good at Melee (knife) fighting. You have Occult 2, which mainly consists of Kindred knowledge, and the Potence Discipline. You may have Repair (motorcycles).

You have the 5 point Flaw: Hunted by Kindred.

Your archetypes are usually Bravo, Rebel, Deviant, Bon Vivant, Child, Gallant or Conniver.

## Kindred Reactions

These guys are becoming known to many Princes. At least one has called for a Blood Hunt against them, even though they are only Ghouls. Anyone who kills them may be rewarded by that Prince. However, there are rumors the Young Bloods are pawns of the Camarilla, killing off Anarchs along the West Coast.



# Chapter Four: Living the Hunt

*There is a passion for hunting something deeply implanted in the human breast.*

— Charles Dickens, *Oliver Twist*

This chapter details the creation and play of mortal hunters and how to run a Hunters Story. It includes: character creation — how it differs from creating a **Vampire** character; Faith and Magic rules and how to gain these powers during play; and tips on roleplaying your hunter, part of which means forgetting what you have already learned about Vampires.

## Character Creation

As in a regular **Vampire** Chronicle, the first thing to do is to figure out just who you will play. Who is he or she? What does he look like? What does she do?

One place to start is to figure out what the character did before finding her current calling; that is, before hunting Vampires. Was she a soldier of fortune, a powerful political figure, or an accountant? Then, what changed her life — what made her want to drop everything else to hunt the Kindred? This last part is tied in with her motivation. Is it revenge, or a sense of duty to her fellow humans? You decide.

Ask the referee for the name of the Chronicle. The name may give a good clue as to the nature of the campaign. "Open Season" sounds like it's going to be a fast and furious hunt, while "The Most Dangerous Prey" feels a lot more ominous.

The Natures and Demeanors are optional but recommended in order to help you get a grasp on the character. These character traits will be heavily tested in the long, dark nights ahead. Maybe your hunter will find out amazing things about herself, things she could never have discovered in a 9-to-5 office job. Playing within a character's Nature and Demeanor is a challenge, and it is fascinating to come up with spontaneous reactions to the various Story elements that you yourself would never have thought of. By thinking through the screen of your character's personality, you can get amazing insights into human nature and behavior, and into the lives of other people.

Look at the various hunter organizations in **Chapter 3**. The suggested archetypes of each group gives an indication of what type of person is attracted to each style of hunting.

Instead of Haven, insert Residence. This is your home base, where you live when taking a break from the hunt. You may have two or more — one for public life and another to hide out in when shadows are combing the street for you.

Motives, as listed in **Chapter 2**, tell what drove your character to his present profession and give a hint as to your hunter's personal goals and what he wishes to achieve from the hunt.

Method is the way in which your hunter goes about hunting; it indicates how you hunt. **Chapter 2** lists the various Methods, from the Scientific Method to the Heavy Firepower Method. Does your character use logic and reason, coupled with a thorough knowledge of scientific techniques, to hunt the Kindred? Or does she simply hit them as hard and fast as she can with as many weapons as she can muster?

Your Concept is next. Is your character a Pious Puritan, an Angry Housewife, a Bereaved Husband or an Obsessed Scholar?

Freebie Points: A hunter has 21 Freebie Points. He can use these to add to his Attributes, Abilities, Advantages, or Humanity and Willpower. He can also use these to buy Merits and Flaws, as listed in **The Players Guide**, or he may buy Numina, the supernatural powers a mortal can possess.

## Merits and Flaws

Merits and Flaws are optional Traits which allow you to further flesh out characters. Primarily designed to add depth to the character conception, they can also give additional powers and limitations to those who take them. Merits cost Freebie points while Flaws give a character more Freebie points. No character may take more than seven points worth of Flaws. There are some new Merits and Flaws for hunters.

# Character Creation Outline

## Step One: Character Concept: Who are you?

- **Identify Concept: Who were you before taking up the hunt?**
- **Choose Motivation: Why do you hunt?**
- **Choose Method: How do you hunt?**
- **Choose Nature and Demeanor (Optional): What is your Personality?**

## Step Two: What are your basic capabilities?

- **Prioritize your 3 Categories: Primary 6, Secondary 4, Tertiary 3**
- **Choose Physical Traits: Strength, Stamina & Dexterity**
- **Choose Social Traits: Charisma, Manipulation & Appearance**
- **Choose Mental Traits: Perception, Intelligence & Wits**

## Step Three: Select Abilities: What do you know?

- **Prioritize your 3 Categories: Primary 11, Secondary 7, Tertiary 4.**
- **Choose Talents: Your innate, intuitive Abilities.**
- **Choose Skills: Your trained Abilities.**
- **Choose Knowledges: Abilities you study and memorize.**

## Step Four: Select Advantages: In what ways are you unique?

- **Choose Background Traits: May be limited by Chronicle concept (5).**
- **Choose Virtues: Conscience, Self-Control & Courage (7).**

## Step Five: Last Touches: Filling in the all-important details.

- **Record base Willpower = your Courage rating.**
- **Record base Humanity = your Conscience + Self-Control ratings.**
- **Spend your 21 "Freebie" points to purchase Merits & Flaws or Numina (Psychic Ability, Thaumaturgy & Faith), and to raise any Trait (5/2/1)**

# The Hunters Hunted™

Vampire: The Masquerade™

Name: Nature: Motive:
Player: Demeanor: Method:
Chronicle: Residence: Concept:

## Attributes

### Physical
Strength ●○○○○
Dexterity ●○○○○
Stamina ●○○○○

### Social
Charisma ●○○○○
Manipulation ●○○○○
Appearance ●○○○○

### Mental
Perception ●○○○○
Intelligence ●○○○○
Wits ●○○○○

## Abilities

### Talents
Acting ○○○○○
Alertness ○○○○○
Athletics ○○○○○
Brawl ○○○○○
Dodge ○○○○○
Empathy ○○○○○
Intimidation ○○○○○
Leadership ○○○○○
Streetwise ○○○○○
Subterfuge ○○○○○

### Skills
Animal Ken ○○○○○
Drive ○○○○○
Etiquette ○○○○○
Firearms ○○○○○
Melee ○○○○○
Music ○○○○○
Repair ○○○○○
Security ○○○○○
Stealth ○○○○○
Survival ○○○○○

### Knowledge
Bureaucracy ○○○○○
Computer ○○○○○
Finance ○○○○○
Investigation ○○○○○
Law ○○○○○
Linguistics ○○○○○
Medicine ○○○○○
Occult ○○○○○
Politics ○○○○○
Science ○○○○○

## Advantages

### Numina & Other Traits
_____ ○○○○○
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### Backgrounds
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### Merits & Flaws
_____
_____
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_____

### Humanity
○ ○ ○ ○ ○ ○ ○ ○ ○ ○

### Willpower
○ ○ ○ ○ ○ ○ ○ ○ ○ ○
☐☐☐☐☐☐☐☐☐☐

### Faith
○ ○ ○ ○ ○ ○ ○ ○ ○ ○

### Health
Bruised ☐
Hurt -1 ☐
Injured -2 ☐
Wounded -3 ☐
Mauled -4 ☐
Crippled -5 ☐
Incapacitated ☐

### Combat

| Damage | Weapon | Difficulty |
|---|---|---|
| | | |
| | | |
| | | |

### Virtues
Conscience ●○○○○
Self-Control ●○○○○
Courage ●○○○○

### Experience

Attributes: 6/4/3 Abilities: 11/7/4 Backgrounds: 5 Virtues: 7 Freebie Points: 21 (5/2/1)

For the most part, all the regular Merits and Flaws introduced in The **Players Guide** are open to players, except the ones pertaining only to Kindred (Prey Exclusion, Efficient Digestion, etc.). The Storyteller will decide whether or not to allow Supernatural Merits or Flaws.

Many common Merits and Flaws for hunters are: Higher Goal (Saving Humanity), Vengeance and Hatred (both involving Kindred), or Driving Goal (Destroy All Vampires).

The following new Merits and Flaws are available to hunters only, and generally only mortal ones. By no means should these be considered all that are available. These provide only a brief outline of the possibilities; if you are a Storyteller, feel free to make up your own. If you are a player, work with the Storyteller to come up with some of your own.

## Psychological

**Addicted to Kindred Vitae (3 Pt. Flaw):**

You need the rush Vampire blood gives you when you drink it. You feel dead and listless otherwise. This is a very dangerous habit. It can only be overcome with long therapy and friends to help you quit cold turkey.

## Physical

**Thick-Skinned (2 Pt. Merit):**

Kindred must make their Strength plus Potence roll versus your Stamina to penetrate your skin with their bite. This only works if you struggle. If unconscious or unmoving, a Kindred can slowly pierce your skin and drink.

**Hemophiliac (3 Pt. Flaw):**

If you get cut, you will not stop bleeding without medical help. Any Kindred who bites you will find that they cannot seal the wound with a lick.

**Potent Blood (3 Pt. Flaw):**

Your blood, for some reason, is very potent and Kindred will desire to drink it. They will not easily give up the chance to continue using you as a source of vitæ. They gain two blood points for every one drunk.

**Poisonous Blood (3 Pt. Merit):**

Your blood is poisonous to kindred, though they will not know this until they drink it. Every blood point drunk causes one health level of damage (not aggravated) to them.

**Resemble Kindred (2 Pt. Merit):**

You look like a Vampire — unusually pale and thin like them. You can move among them as one of them, but they may force the new stranger before the Prince for recognition, and he may ask for a Blood Bond.

## Mental

**Iron Will (from The Players Guide):**

This costs 1 extra point (4 points total) for a mortal hunter to be immune to Kindred Domination.

**Weak Willed (from The Players Guide):**

This is worth one extra point (-3 Flaw) than normal to a hunter, due to the susceptibility it gives to Kindred Domination. The hunter with this Flaw cannot use Thaumaturgy, as her Will is not strong enough for it.

## Spiritual

**Pale Aura (2 Pt. Merit):**

Any color your aura takes has a pallor to it like a Vampire's. In fact, if a Vampire makes less than five successes on an Aura Perception roll, she believes you to be one of them.

**Invisible (4 Pt. Merit):**

Your very nature makes it difficult for Kindred to even look at you. To them, you have a Level 1 Obfuscate.

**Fist of God (7 Pt. Merit):**

You can deliver blows to Kindred that cause aggravated damage. You should work with the Storyteller to come up

with the reasons why. Maybe you spent long years in a dojo, refining your martial arts chi by punching bowls of tightly-packed sand until your fists were raw, scintillating chi energy. Or your vision quest led to the Cave of the Wolf, where a half-man/half-wolf put claws on your hands to be used in the battle against your enemy. One option is that you need a weapon such as a sword or bullet to use this power.

The damage done is as much as your fist (or whatever weapon it is defined as) normally does, but is considered to be aggravated against Kindred. Only mortals with a Humanity of 7 or higher may purchase this Merit, although many supernatural hunters possess it as a racial or magical ability — for instance, the claws of werewolves.

**Clear Sighted (3 Pt. Merit):**

You can see through all Levels of Kindred Obfuscate with a Perception + Alertness roll against the level of Obfuscate + 3.

**Ghoul (5 Pt. Merit):**

You were previously turned into a Ghoul by a Vampire (and obviously had a falling out with your prior master). This gives you all the Ghoulish benefits, including a Blood Pool, a Potence rating of 1 (and the potential for other Disciplines), and retarded aging. Unfortunately, to keep your immortal state, you need a regular supply of Kindred vitæ (once a month minimum) to become mortal once more. If you revert to mortality, you can never again become a Ghoul and will age at the following rate:

| Real Age | Aging |
|---|---|
| Less than 100 years | normal |
| 100-250 years | 10x normal (each day counts as 10) |
| 250 or more years | instantly crumble to dust |

Ghouls who begin the game at 100 or more years get three free points to spend on Skills and Knowledges (they have the experience of a long life without the rigidity of the Vampire brain); ghouls who are 250 or more years old have six free points.

**The Beast Within (5 Pt. Flaw):**

The Beast is awake within you. You are prone to frenzies, just like Vampires. These are caused by situations of intense emotions: fear, anger, hate. You are a figure of great rage and fear to the rest of humanity, much like Charles Manson. Mortals with a high Humanity who buy this Flaw are doomed, like the Kindred, to a horrible degeneration into bestiality.

# Numina

Mortals cannot purchase Vampiric disciplines, for only Vampires gain those abilities. Instead, a mortal hunter can have Numina. Numina consist of those strange and amazing powers which some few have possessed throughout the ages — powers such as Psychic Abilities, Thaumaturgy and Faith. Psychic Abilities are those strange abilities, such as telepathy and telekinesis, that have been studied haphazardly by parapsychologists. Thaumaturgy is the ability to cast magical spells. Faith is a powerful ability, reflecting one's religious connection to the universe.

During character creation, Numina can only be bought with Freebie points, and cannot be gained later in the Chronicle without the Storyteller's permission (often attached to some fantastic Story or Quest). During the Chronicle they can be increased in the ways described under each particular sort.

## Psychic Abilities

*The radical attitude that psi phenomena exist holds not only that the facts must be accepted at their face value, but that they are necessarily incompatible with the postulates of scientific materialism.*

— John Beloff, *Foundations of Parapsychology*

The 20th century is full of those people who have claimed to have powers and abilities far beyond those of normal men, such as the ability to read minds (telepathy), move objects with pure thought (psychokinesis) or even cause a camera to take a picture of something you are thinking of (Ted Serios).

Many of these abilities, after study by scientists (parapsychologists), have been shown to be hoaxes. In other cases, such as poltergeists, it has been theorized that disturbed children with mild psychokinetic ability are the cause of flying objects.

But in a world where Vampires stalk the streets, mortals can actually, at times, see distant events, or foresee the future, or pick up objects with their minds.

Parapsychologists label most of these powers under the heading of ESP, or Extrasensory Perception. Most psychics usually only possess one such ability.

There are also a host of minor abilities, such as predicting numbers, that, while they may help you win big in Vegas, do not play a role in Vampire hunting. The Storyteller should feel free to come up with the point costs for players who want minor abilities. Psychic abilities, like Merits and Flaws, must be bought at the start of character generation. Characters either have them or they do not. Most psychics first discover their powers early in life, and if you have not exhibited powers by the time you are Vampire hunting, you probably do not have them.

Psychic Abilities cost 7 Freebie Points per level bought. It costs twice as much (14 points) to purchase a second Psychic power. It costs your current rating x 3 to raise your power through experience.

**Telepathy:** The ability to read minds. This form of telepathy is only open to mortals; Vampires must have Auspex. The character must roll her Intelligence + Empathy against the target's Willpower to read minds. The person whose mind is read is unaware of the fact, unless a botch is rolled.

- Can feel basic emotions and current mood of the target (if you can see the target).

•• The character can now read the surface thoughts of people — generally what they are thinking about at that moment. You must see the person to be able to do this.

••• Can read some recent memories, or plans for the near future, from people's minds. You still must be able to see the person.

•••• You can read deep thoughts and distant future plans. The amount of information you get depends on your successes. You can read the minds of people in adjacent rooms without having to see them, but you may need descriptions of them.

••••• You can read multiple minds at once or discover the deepest secrets of people, even things unknown to themselves or repressed by them. You can read the mind of someone across the world, if you can see them (for instance, if they are on television). You can even read the mind of a clairvoyant who is observing someone on the other side of the globe, and use that mental image to read the mind of the person observed. Eerie.

**Psychokinesis (also known as Telekinesis):** The ability to move things with your mind by thinking about it. Wits + Athletics is rolled against a difficulty of 8. If the roll is botched, your unconscious desires take over and start to throw things around at those you have a grudge against — maybe even yourself! Line of sight must be maintained to first pick up an object, but once you "hold" it, you do not have to see it again.

• You can levitate small objects off of a table with great concentration. Physical gestures help (throwing, lifting, etc.). Without them, the difficulty is one higher.

•• You can affect small objects, such as bending a spoon. Again, gesturing helps.

••• You can pick up an object in the next room and throw it around. Gesturing in the direction you want it moved helps. You can lift things that require half your Intelligence (as if your Intelligence were Strength) to lift.

•••• You can lift things that require your full Intelligence (again, as if your Intelligence were Strength), and no longer need to gesture. You can pick up anything on the same block as you. You can pick up multiple objects at once with concentration.

••••• You are a master of mind over matter. Anything in sight can be picked up, as long as it is not heavier than your Intelligence + 2 can handle. You can manipulate as many objects as you have points of Dexterity.

**Clairvoyance:** The ability to use your senses at range, and see or hear things happening in other places. Usually it requires a focus, such as someone you know being at the place to be observed. Perception + Alertness is rolled against a difficulty of 8. While sending your senses out, you cannot see things happening where your body is. You also cannot affect events you witness in any way. You are but an observer.

• You can see things, in a dreamlike manner, within any room in the house that you are in. These visions are easy to misinterpret.

•• You can see things anywhere in your town, and sometimes hear them as well (3 successes), though the sounds are distorted.

••• You can see and hear things anywhere within the state or province. You can touch things also (3 successes), though they feel vague and amorphous.

•••• You can see, hear and touch anything in the country.

••••• You can use all five senses on anything in the world.

Other Psychic Abilities are Precognition (ability to see the future), Mediumship (ability to see and talk to spirits), OOBE (Out-Of-Body-Experience, the ability to astrally travel), and many others. Any player or Storyteller interested in psychic powers should do some research on the scientific study in the field of parapsychology. It's fascinating, and sometimes convincing, reading.

## Thaumaturgy:

*Magick is the Science and Art of causing Change to occur in conformity with Will.*

— Aleister Crowley, *Magick In Theory and Practice*

Some hunters employ magical spells especially designed for use against Kindred. Many of these spells are unsophisticated compared to the highest levels of the art of magic, as they were mostly created by simple folk, who had no need of the vast education of most wizards. Education in olden times led one astray from true, unquestioning faith.

This hedge magic differs greatly from true Thaumaturgy. If the Storyteller wishes, then the hunter can use Thaumaturgy as written in Vampire. However, this use of Thaumaturgy is generally confined to those who have spent their lives in study and contemplation. Few dedicated hunters have this opportunity, and for most, their mystical abilities are limited to the following system.

Using a spell requires knowledge of certain occult abilities. The most important of these is Casting, for without a successful Casting, the other abilities — Duration, Extent and Ritual — would never come into play. These can only be bought with Freebie Points as they are not talents, skills or knowledges, but a combination of all three. They cost as much to buy and increase as do normal abilities (Two per level during character creation, 2 x current level to increase with experience). Learning these skills during play costs three experience points; however, it would require Storyteller permission (and probably a special Story) for someone who has no sorcerous abilities to learn these skills.

Casting a particular spell requires the character roll Casting + her level with the spell against a difficulty of the spell's level + 4. All spells have an instant duration (though casting the spell requires one turn) and only affect the area directly around the caster. In order to manipulate the spells for greater potency, the caster must use the other abilities. To extend its range requires a roll of Extend + (spell) while to increase its time requires Duration + (spell). Difficulty remains the spell's level + 4, while success varies based on the following tables.

| | Duration | Extend |
|---|---|---|
| One success | Two turns | 10-foot radius from caster |
| Two successes | One scene | Line of sight |
| Three successes | 24 hours | 100-foot radius from caster |
| Four successes | One week | One-mile radius from caster |
| Five successes | One month | Same city |

The last ability is Ritual, which allows the character to cast Thaumaturgical rituals. Not only is Ritual the basis for the success roll, but a character cannot learn a ritual unless he has at least as many levels of Ritual as the Spell. Thus learning Splinter Servant (Level Four Ritual) requires at least four levels of Ritual. Note that without extensive study, no human can learn any ritual higher than level five.

Learning spells follows a similar pattern, but requires the character have a mental attribute to match the appropriate level of the spell. Thus there are Perception spells, Intelligence spells and Wits spells. Note that without Storyteller permission, this method of spellcasting is not available to Vampires — their minds lack the flexibility necessary to handle it.

### Perception Spells:

**Scent of the Vampyre (Level One):** This spell allows a character to sense when one of the Kindred is near. It will not pinpoint the location of the Vampire, but will let the character know one is around.

**Escape the Undead Eyes (Level Two):** Ghouls and Vampires trying to find the spellcaster when she hides have their difficulty increased by the number of successes made during the spell casting.

**Voices of the Dead (Level Three):** Allows the caster to communicate with the recently deceased. The caster must be in the presence of their body, and it must not have decomposed to the point that the vocal cords are useless (generally this takes a week — less in hot weather, more if the body has been preserved).

**Cloak of the Shadows (Level Four):** When standing unmoving in darkness, the spellcaster remains effectively invisible to anyone looking for him. Note that other senses or Aura Perception can still detect him.

**True Sight (Level Five):** Allows the character to see through obscuring conditions like fog or dust and even to penetrate the Obfuscation of the Undead, though this requires a Perception + Alertness roll opposed by the Vampire's Wits + Stealth.

### Intelligence Spells:

**Gift of Psyche (Level One):** With this spell, the caster can determine the mental state of the target — frenzied, asleep, in torpor, drugged, medative, etc.

**Return of Light (Level Two):** For as long as the spell is in effect, the target will not be affected by one of her derangements.

**Confess (Level Three):** This spell can force whomever it is cast upon to tell the truth and causes its target to tell the truth in answer to any questions put to him. Once cast, the caster rolls his Charisma + Intimidate versus a difficulty of the ensorcelled person's Willpower. A botch means a lie was told, but the caster is unaware, and will take it for the truth.

**Grasp of the Mind (Level Four):** The character's mind is shut off from the effects of outside Domination. Any attempt to control her mind has its number of successes decreased by the number of successes gained during spellcasting.

**Heart of Evil (Level Five):** With this spell, the caster can determine who is really behind the actions of the individual being studied. Thus this spell will reveal Domination, bribes, Blood Bonds or blackmail. It will not show simple alliances and friendships, however.

## Wits Spells:

**Bring to Body (Level One):** With but a snap of the fingers, the character can awaken someone in the depths of slumber. Note that this will not work on a Vampire in torpor.

**Light of the True Spirit (Level Two):** The caster of this spell becomes infused with the purity of his cause, and thus more commanding. Add the number of successes to the total for any roll involving commands or leadership. This spell will not aid fast-talking or deception.

**Soul of the Tree (Level Three):** This spell is cast on a wooden stake. The number of successes made when casting is added to the number of successes used to hit a Vampire through the heart. Additionally, the ensorcelled stake seeks out the Vampire's heart, no matter where it is.

**Shield of the Thinker (Level Four):** A character shielded by this spell is less affected by Vampiric Presence than are others. Every success on casting this spell reduces the Vampire's successes on the Presence roll. Note that this spell can also keep the character from being swayed by demagogues or the Faith of others.

**Flash (Level Five):** A burst of light fills the area around the caster, blinding those who can see and sending Vampires into frenzy. While it does not cause physical damage to the Kindred, they must make a Courage roll against a difficulty of 6 to not frenzy. Kindred and humans alike will be blinded for a number of turns equal to the number of successes in casting.

Note that these are just some examples of hunter spells. There are certainly many more, and the Storyteller should feel free to come up with her own.

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## Faith

*... cling to Faith beyond the forms of Faith.*

— Lord Alfred Tennyson

Faith is one of the few truly powerful personal weapons a hunter has against her supernatural foes. With Faith, a hunter can cause a Vampire to turn away, or be unable to approach any further. The hunter must hold the symbol of her Faith towards the Vampire.

In **Vampire**, the Undead must make Willpower rolls against a difficulty of the hunter's Faith. The number of successes made is the number of steps he may take forward. Failure means he cannot move. A botch means he either takes Health damage or frenzies and flees in fear. But when running a Hunters campaign, it is recommended that this be reversed. The Hunter should roll her Faith versus the Willpower of the Vampire as a difficulty factor. The number of successes is the number of steps back the hunter can force the Vampire to take. If the hunter places her holy symbol against the Vampire's person, the number of Faith successes is the amount of damage the Vampires takes (not aggravated). If five successes were scored, the Vampire needs to make a Frenzy roll or run in terror.

A Faith rating of greater than five indicates a true, intimate connection with the supernatural. Whereas characters with any level of Faith can use their devotion to perform various subtle and minor feats, those pillars of their religion with a Faith of six or more can affect the material realm in more tangible ways. Such levels of Faith are almost nonexistent; besides the increased experience cost to acheive these levels of Faith, it may only be raised this high if there is a significant experience in the game that would cause the character's Faith to be raised.

Gaining Faith is not a subject for hard-and-fast rules; the inner workings of a person's soul may only be determined by roleplaying. Does the character seem truly uplifted by her

deeds? More importantly, do you, the Storyteller, believe in the character's power and sincerity? If the character's deeds leave a taste of self-servingness or ulterior motives in your mouth, then Faith should not be awarded. Moreover, if the character does not consistently act in a manner harmonious with her Faith, then the Storyguide is justified in decreasing or removing Faith altogether.

Although Faith is the cheapest of the Numina to gain at the beginning of the game, it must be emphasized that anyone with real Faith is exceedingly rare. It takes more than driving to church in one's Volvo every other Sunday, or even praticing one's religion fairly frequently and sincerely. Faith is only gained and maintained by constant, scrupulous adherence to the tenets of one's beliefs. Long nights of volunteer work in soup kitchens, fasting on Lent (with the corresponding reduction of abilities), chanting mantras for days, frequently making pilgrimages to Mecca, giving the greater part of one's wealth to the poor, or even walking across hot coals are part and parcel of this ability.

Your lifestyle must reflect this. Take a long, hard look at your character. Would another person know of your piety and sincerely refer to you as a (good Christian/devout Moslem/enlightened Buddhist/crusader for the faith/whatever) within 15 minutes of meeting you? If not — if you want to have occasional (or not so occasional) lapses, lie and cheat your way into a Kindred-controlled drug cartel, drink to excess, gain information via seduction or trickery, or just laugh at a dirty joke — then Faith is probably not the proper ability for you; you may well be a good and religious person, but you do not exhibit the total unworldliness necessary to possess Faith.

There are many Stories through which Faith can be gained; such Stories should emphasize roleplaying, and can serve as a welcome beacon of hope in an otherwise gloomy and gritty Chronicle. Maybe the mayor of the city is uptight, conservative and totally against social programs for "lazy street people;" also, intermittent Kindred Domination keeps him committed to his policies (after all, the Kindred want the homeless out on the street instead of in a safe shelter). By virtue of your eloquence and compassion, your crusade for better living conditions touches the heart of even the mayor, and a homeless shelter is built.

Maybe bikers or drug dealers terrorize the streets; you enter their territory and, despite all odds, show them the path of righteousness through your own courage and inner strength. Or possibly a teenager you come to know is being abused by her parents and is horribly depressed, perhaps on the verge of suicide; at the last minute, you talk her out of ending her life and, by confronting her parents, fill them with remorse and show them the evil of their ways, giving the family a chance to start anew. All of these are suitable actions for gaining Faith. Tracking a Vampire down, beating it up and staking it is generally not.

The powers of the faithful take the form of miracles. These are few and far between (usually no more than one per Story) and are not strictly quantifiable in game terms: one cannot assign numbers to the Divine. Examples of possible powers are listed below; any number of other effects are conceivable.

Remember, miracles do not have to be (and usually aren't) flashy or violent; giving a heroin addict that extra bit of strength to fight the last few days of withdrawal is as much of a miracle as calling down blasts of sunlight from on high to burn Kindred to ash. It must be stressed that the powers listed on the table are examples only, not concrete rules; Faith is an exceedingly personal quality, and any miracles will be in accordance with the nature of the person invoking them. It is rare for one of the greater miracles to occur twice, and it is even rarer for there to be truly tangible, showy effects; the All moves in mysterious ways.

The character has no control over the outcome of a miracle; their invocation and use is entirely up to the Storyguide, but one rule applies: miracles may NEVER be used for selfish motives. Using the power of your Faith to sway crowds for your own gain, or to make the Ghoul guard let you in the computer room, is prohibited. Faith may be used for self-preservation, if your continued existence will serve a higher purpose, but never for personal gain or pride.

## Examples of Miracles

| Faith | Event |
|---|---|
| 6 | Cleanse the taint of evil from an area. |
| | Cause the difficulty of all reaction rolls in the area to be reduced by 1 (aura of tranquility). |
| | Get a sign from God which inspires you (get an extra point of Willpower for the remainder of the scene). |
| 7 | Cause a creature such as a Vampire or psycho killer to collapse with guilt. You may be sympathetic or stern, but you will not sucker-punch the guilt-ridden individual thereafter. |
| | Add three dice to any reaction rolls made toward you, even with animals (don't bite me, Mr. Rattlesnake!). |
| | 'Know' the correct answer to a question posed to you by someone else, if the question concerns morals, the 'right' way to behave, *et al.*, not "How do we slip into the corporate HQ?." |
| | Bless a religious icon such as a cross, prayer wheel, holy water, etc. so that contact with the item damages supernatural beings (1 die or so per success). |
| | Get a sign from above which inspires the entire troupe — you and all your allies gain an extra point of Willpower for the remainder of the scene. |
| 8 | Change the Nature of a person (conversion) for a temporary or permanent period depending on how well you roll your Charisma + Empathy against the target's Wits + Self-Control. |

Reduce the level of Vampiric disciplines by one for every success you roll.

9 Exorcise demons and evil spirits (your Faith versus the demon's Willpower).

Lay a ghost to rest.

Permanently leave an aura of tranquility (as per rating 6 above) in an area, such as a violent slum. The residents of the area will be more moral and cooperative, old feuds will fall by the wayside, crime will drop, etc.; you have permanently touched the world with your Faith.

Complete protection against supernatural evil, as long as you do nothing but concentrate and either stand still or slowly leave (no aggressive action); you may protect others as well.

Cause an evil being, if **truly** deserving of death, to realize this; this takes at least five successes of your Faith against the target's Willpower. The target must have a Humanity of 2 or below, and must have committed truly horrible atrocities. If successful, the creature will be overcome with remorse and either commit suicide or meeklysubmit to the stake (or silver, etc.).

10 Ignore a source of damage (up to 10 dice per round) if at least five rounds are spent in preparation for the feat and a difficulty roll is made against a 9; each success removes two dice of damage. You simply refuse to believe that your Faith will allow you to get hurt. Good for firewalkers and snake handlers.

Cleanse someone of the Embrace (difficulty 10, only in truly dramatic circumstances, and the target must want to be saved).

Call the minions of the Divine (usually in mortal form) to aid you in your darkest hour.

**Faith and Willpower:** When a hunter is in dire straits, and has no more Willpower, then he can call upon the strength of his Faith. He can then use his Faith points to substitute for Willpower points (not for opposed Willpower rolls). When he is all out of Faith also, then he is out of luck except for the intervention of a miracle.

Willpower is gained back by acting within one's nature, but lost Faith is gained back by acting within the dictates of one's religion. If one is Christian, an act of Christian charity or compassion may give back a point. A Shintoist would have to purify himself and pray regularly to the Kami (spirits).

**Crises of Faith:** Sometimes a person can lose his Faith. Doubts arise about the truth of her calling, and she begins to wonder whether her religious life is just a sham. Every time a hunter tries to use her Faith and comes up with two or more botches, she loses a point of Faith (and any abilities that come with that level).

This cannot be bought back up, but must be regained through the success of the hunter's actions, much like raising Willpower. The Storyteller is the arbiter of this. If the character has an unprecedented success after that in turning or affecting a Vampire with her Faith, then the points are returned (she may even gain more points). This is up to the Storyteller, and should be used to build powerful, dramatic moments of roleplaying.

**Gaining Faith:** It costs 5 Freebie Points to buy a level of Faith. It is the easiest Numina for a mortal to gain, for he simply opens himself up to his vision of the All. Religion comes easy to humans, but not all can reap its powerful benefits when tested under fire. This is what the Faith power represents: a tangible clinging to religion in the face of the darkest night of the soul.

It costs the hunter's current rating x 3 to raise Faith with experience points up to level 5, and the current rating x 5 to increase it thereafter.

The Storyteller, again, should not become too concerned with the Faith rules. It should be used to heighten moments of drama — to bring epiphanies to the roleplaying experience. If players are becoming Faith accountants with the rules, then throw in some moments where their Faith will not

work, or they meet someone of another religion whose Faith is stronger than theirs and causes them to doubt their calling.

If things have gotten boring, bring in some miracles to revitalize their Faith. The characters are being chased through the cemetery at night by a Vampire, and are backed up against a tomb with nowhere to flee. They pray for divine aid, and suddenly, the specters of the dead arise from graves all around and assail the Vampire with the weight of her sins. The Vampire falls to the ground, weeping in pain for her lost humanity, and is in the hands of the hunters to do with as they will.

Always give the players an idea of the enormity of the power of Faith. It represents something greater than them. They may direct it and focus it, but its true power comes from Beyond. They are not the causes of it, but its servants.

## Playing Non-Mortal Hunters

It is entirely up to the Storyteller whether or not you can play a non-mortal hunter such as a werewolf. Werewolves begin like most mortals, but their own particular supernatural abilities are different from both Vampire disciplines and mortal Numina. Werewolves are also tribal creatures, and may not be able to leave the pack to hunt Vampires whenever they want.

If the Storyteller is running a game where most characters are Magi, he may want to give them more Freebie Points to spend on spells, but not allow them Psychic Abilities or Faith.

Also, it is the Storyteller's choice whether or not to allow a player to play a Kindred Vampire hunter while the other players are all mortal. This could set up some interesting group dynamics for roleplaying.

# Telling a Hunters Story

Running a Hunters Chronicle can be quite different from a typical **Vampire** game. The characters are usually mortals, though perhaps not mere mortals. But they are after things which are usually more powerful than they.

## Choosing a Theme

There are a host of possible Themes from which to choose for a Hunters Chronicle, all depending on the style of game you want to run.

The Introduction presented Sacrifice as the theme of the book as well as a common theme for Hunters Chronicles. As the game progresses, the Storyteller should weave all his Chapters around the idea that the players are sacrificing something important to them as they hunt the Kindred. This sacrifice could be the love of friends and family, the sanity of one's mind, or ultimately, loss of one's life. The sense of loss the characters feel should be played out, but they will realize that it is a necessary loss for the gain: the destruction of Vampires.

When choosing a Theme, ask yourself, *"What is the game about?"* Basically, what is the main idea which you wish to communicate in each Chapter of the Story?

Other possible themes for Hunters games are:

**Penance:** The hunting of Vampires will somehow lead the characters through the dark and dangerous nights to a cleansing of the soul. By accomplishing their goals against Kindred, the characters also cleanse away a stain on themselves. Maybe they think themselves sinners, and the hunting of Vampires is the only way to save themselves from their past deeds. Or maybe a horrible guilt hangs over their heads; loved ones died because of their refusal to act when they first knew of the Vampire menace. Maybe fear stayed their hands, resulting in the death of a beloved, and that death will forever haunt them until they can make up for it by revenge.

**Discovery:** Maybe the characters are seeking the secrets of the universe, attempting to free themselves from the cages of human knowledge by turning to what wisdom they can gain from the supernatural beings of the world. They may not be hunting just Kindred, but Lupines and Spirits also. The Mood is important here as well: do their discoveries lead to a sense of wonder or terror? Does the happy veneer of the universe peel away to reveal meaningless horror?

**Power:** This Story concerns the lust for power and those who succumb to it. It is a harsh tale, with harsh lessons for those who do not learn it. It is a race to the finish line, and those who do not finish first may not finish at all. The characters are involved in trying to gain power, either economically, socially, politically, militarily or whatever. Everything they do is geared towards one goal: power. This could be a relentless drive to improve themselves, using the jaws of danger to hone their skills. Alternately, the characters could hope to use the Undead as part of their schemes. Hunting Kindred is a truly dangerous way to do this, but rewarding in power and abilities if one can survive.

**The Fight:** This Story involves lots of combat. It is about action and fury. This would have a very pulp mood, with the characters having to be rather tough in combat skills to be able to slug it out one-on-one with the Vampire menace. Maybe the Vampires are working for the Fourth Reich (dirty rotten Nazi Vampires!) and the characters are the only ones who can stop them.

**Duty:** the characters all hunt because they have to: duty would have it no other way. All of their motives would be based around a sense of duty. These quests are rarely given up easily, though courage may falter often. In the end, though, the hunter must go on. Characters should be constantly tested, with the stakes getting higher and higher every time. This Story definitely has a plot moving forward, getting tougher and tougher as it heads for the denouement against the arch-antagonist.

There are undoubtedly many other themes out there to choose from. There is just one thing to remember: the theme is the underlying idea to the whole Story. Everything should somehow be made to point to it. In a Chronicle with Penance as the theme, the characters may take a night off to go to a party, so let them have fun, but when they return to their base, they discover their faithful servant has been mortally wounded. As he lies on the floor dying, he whispers: *"It ... it was the Vampire! I could not stop her ... if only you were here."* Yes, if only they were there, instead of out enjoying themselves. Because of their revelry, the Vampire has struck again and a loyal man has died. Yet another event to hang their guilt upon.

## Mood

The mood is the atmosphere of a Story, the emotional feeling surrounding the idea or theme. Some hunter moods are listed below:

**Suspense:** This was mentioned in the Introduction, and it is probably the most common mood engendered in hunters. This story is full of shadows moving just on the edge of one's vision, but they are gone when one turns to look. You never know what the Kindred are up to or just who is working for them. They may even be in the highest echelons of the government! How can you rest, knowing all this?

**Terror:** Fear is everywhere when Vampires are involved. It may be easy enough to convince oneself to hunt them, but every time you see them, your blood turns to ice. The Sabbat could be the object of these hunters' quests. They live up to the terror hunters can be made to feel. A Toreador may not be scary enough, although he may know Romanticist criticism well. These Kindred should be up to truly terrifying things like torture, blood orgies, etc.

**Mystery:** There always seems to be a deeper meaning to everything encountered while hunting Kindred — secrets within secrets, clues that, when investigated, only lead to more mysterious clues. Even with the most precise research and skill, answers and actions are vague. They may seem solid enough while happening, but they only lead to strange ends. That Vampire who you finally hunted down had many letters in his Haven which seemed to point to a greater plot he was involved in, with even more Kindred. Mystery could also act as a theme for a Story.

**Nihilism:** It all seems so meaningless. You hunt down the Kindred and destroy them, but nothing seems to change. There is always another Vampire to take its place, and the world neither notices or cares. It's so hard continuing on in a world like this. There is never any thanks or so much as a sign that you have really put a dent into Kindred plans. Hell, why not give it up and become a Vampire?

This kind of Story can be a real downer, so the Storyteller who uses it should allow the players to change the mood by their actions. If they give in to the depression, nothing changes. But, if they fight it, and do not give up, soon that

dark pall over the world lifts, and maybe the Story changes to one of Hope.

**Hope:** There is an eventual end to all the hunting, danger and darkness. If the hunters can succeed, the world can be saved and hope can shine anew. Most of the world's problems are caused by Vampires, and every time a hunter succeeds, things look a lot better. Hope is what you see in the faces of those few who believe in you, and because of that, you can continue on. Sometimes (rarely) even the Kindred are grateful to you for ending their misery.

**Struggle:** Everything when fighting Kindred is a struggle. You not only fight them, but also the clock, with so little time until dusk. There is always some new, unexpected situation that arises and needs combating. The Storyteller should emphasize skill rolls in this game, as everything, even driving your car, is a reflection of the greater struggle against the Kindred. It is a tough world, and it has to be grasped with both hands and held tight, or it will slip away. Every encounter with the Kindred is a contest of wills and might.

**Sorrow:** The sense of loss during the hunt is immeasurable. No matter what you do, the Kindred make things even worse for you. Every time you see people walking down the street, the sense of sorrow you feel, realizing the how fragile their normal lives are, overwhelms you. Everything that is good does not last, for the Kindred destroy it somehow. This works well with the Sacrifice game, but using them both may be a little sadistic.

Mood does not have to be set in stone for every game. Each chapter may have a different mood, but the theme should stay the same, although subthemes and moods can appear in different chapters.

The Storyteller should not lose sight of why he is running a Hunters game. What does he want to illustrate with it? Or is he just doing it for fun? If so, make entertainment part of the theme and mood. A Hunters game with a pulp feel can be a lot of fun.

## Keeping the Game Going

Unlike a **Vampire** game, a Chronicle where mortals go around hunting Vampires runs the risk of repeating itself over and over again. What can you do to keep the plot and action fresh and the players motivated?

## Plot

First of all, construct your plots well and imaginatively. It is easy to fall into stereotypical plots with hunters, so try to be original. Come up with rare and different activities which the Kindred antagonists can be involved in and that the hunters will walk into. Throw a lot of reversals in to keep them guessing. If the hunters guess what is going to happen, and it does, then the suspense disappears.

Reversals are those moments when the plot turns around and heads in another direction, when the hunters discover that what they thought was right was wrong. Mystery novels are full of good ideas for reversals and twists. Perhaps the players have been hired by a retired hunter to track down his old Kindred enemy. After following the Cainite's trail of victims, they accidently discover a meeting of a Vampire Clan. They hide and watch, fascinated at this privileged glimpse into Kindred politics. Suddenly, the Clan is joined by another, who pulls off his cloak to reveal ... the player's patron! He is actually a Vampire, using the players in a personal vendetta against another of his Clan.

Without the unexpected twist, the Story will quickly get predictable and soon atrophy.

## The Learning Process

While your players may have read **Vampire, The Players Guide** and even this book, their characters will not have their knowledge. All the characters know is what they learn by hard-won experience. Does a crucifix turn Undead? Just who is a Vampire and who isn't? And just what is a Ghoul anyway?

Keeping the knowledge rare, but letting the characters slowly build up the facts they know, can make each and every Story new and different. Just think of the characters trying to deal with staking a Vampire only to find out it yet lives. Or preparing a giant fan to blow away the Vampire when she turns to mist, only to discover it has no effect. Or even learning that just closing one's eyes can prevent Domination (usually).

## Telling a Story

As a Storyteller, appeal to the senses. Evoke your scenes and environment through concrete descriptions that rely on the character's sensory perceptions. Do not just tell them: *"The Ghoul runs down an alleyway. As you enter, you see him run around the far corner."* Instead: *"The Ghoul runs off down the street and into a dark alley. As you enter in pursuit, your feet splash in the water dripping from the drainpipes along the grimy brick walls. Trash litters the ground, but a path of bare concrete can be seen, weaving its way around the torn plastic garbage bags. You walk forward, and a trash can clatters down the alley as the Ghoul jumps from his hiding place and disappears around the far corner."*

The more the players are made to feel through their character's senses, the more the game will remain fresh and vital. Play out their everyday activities, to contrast against those moments of stark terror as they hunt the Vampire.

## Antagonists

Kindred are not the only enemies a hunter can have out there in the streets. The hunt can create many enemies.

**The Authorities:** Sometimes, no matter how careful they are, the hunters are going to wind up on the wrong end of the

law. How do they explain their occupation to the police? How do they talk their way out of getting thrown in the slammer?

An encounter that comes out badly can have the law chasing the hunters, causing them to not only have to watch their backs against the Kindred, but also the police. The Prince of the city may even control the police to the point where he can cause them to harass the hunters.

**The Government:** The hunters may come up against any number of government agencies while hunting the Kindred. Maybe they are trying to disguise themselves as drug dealers to get into a meeting with the Prince on the docks. Suddenly, the DEA shows up and busts everybody. Are they really going to believe the hunters' stories that they were just pretending to be drug dealers?

If the hunters are involved in any interstate crime, then the FBI will be on their heels. If there are unexplained incidents seeming to involve Kindred, then the Special Affairs will investigate personally. They tend to react to other hunters with great suspicion, so the hunters will have to be careful when dealing with them.

**The Media:** The media can easily become the enemy of a hunter. The last thing she needs is a news crew following her around, trying to catch the hunt in action. However, if she is wise, she can use the media to her own ends, and turn the news crews onto the various guises the Kindred use to move among mortals. However, hunters must be exceedingly careful when the media is in the pocket of the Undead.

**Hunters:** There are other hunters out there, and their methods may clash with the players. Some are paranoid enough to believe other hunters are just as dangerous as the Kindred or actually work for the Damned. If the players are tracking down a Vampire who has already been targeted by an Inquisitor, they may find that the Inquisitor does not appreciate their meddling in his hit.

The more antagonists a Storyteller can inject into a game, the more variety he has to work with to keep a game going.

**Friends and Family:** Have the characters deal with their relatives and friends occasionally. Do they know about the character's hunting? What is their reaction when they discover it? Do they call the police (and a psychiatrist), or do they help the character in her quest?

This can lead to some good drama, as the hunter's family is torn apart trying to deal with the fact that they believe their daughter is insane. Or maybe her friends become her antagonists, trying to "help" by calling the police.

## Single Shots

Sometimes you may not want to run a whole Chronicle of hunters, but just a single Story. These can be very dramatic and fast-paced, as you do not have to worry about stretching out a plot over a couple of Chapters. Also, the characters can all be allowed their dramatic death scenes, since they do not have to survive and make a profession out of hunting.

One plot for a single Story could be what would normally be the Prelude for the characters in a full Chronicle; that is, the discovery of the Kindred and the first attempt to hunt them. There are far more hunters who hunt only once, and then thankfully give it up after they have succeeded in their goal (or died trying), than those who devote their full lives to it.

This can be fun for the players also, since they do not have to become attached to their characters to the point that they are afraid to risk them. In a single Story game, they can throw everything they have into roleplaying the moment.

The disadvantages, however, are that the characters have no time to grow and develop. A long-running Chronicle can provide many insightful roleplaying experiences a shorter game cannot.

## Sample Hunter Stories and Chronicles

Here are some ideas for Stories and Chronicles to use when running a Hunters game, and how to keep them interesting. Any of the Themes and Moods listed before could be used with them, depending on the inclination of the Storyteller.

### The Prelude

Many Storytellers will turn their first Hunters Story into a Prelude. The plot of this Story is the character's first encounter with the Kindred. This can add to the mystery and suspense of the game, as the hunters begin their careers with no one to show them how to hunt. They have no Sires to show them how to live their new lives. They are on their own in discovering which methods will work against the Kindred and which will not.

Alternately, the Storyteller can introduce them to the hunt by having the players become involved with an experienced hunter. This hunter can show them the ropes and get them started in their dangerous profession. However, at least during the first session, it is usually more exciting for the players to begin in total ignorance and work their way to knowledge.

### The Vicious Circle

In this Story, the hunters also become the hunted. Their hunting of the Kindred has caused the Kindred to act against them, and stalk them as they stalk the Vampire. The players need to take extra precautions during the hunt, for this Story involves getting Them before They can get you. Only the winners remain standing in the end.

Perhaps the characters have been so successful in hunting that the Prince declares a Blood Hunt against them. This is normally only done against Vampires, but if the hunters are dangerous enough, then the Prince might need all his Kindred to take them down. The hunters would have to keep moving and not give the Kindred a single opening. They would

especially have to be aware of Ghouls and other retainers of the Kindred.

But the reason for the Kindred's hunting of the hunters may not be destruction. They can have any of the Motives listed in **Chapter 2**, plus one more: The Embrace. Their goal could be to make Progeny of the hunters. Maybe they seek to control them and use them to hunt others, but with the Blood Bond holding them to the Cainite's will. Or maybe the humanity of the hunters has attracted the Kindred, and she realizes she must have it close to her, to take it into her, and the Embrace is the only way she knows to do this.

## Blood of My Brother

This Story or Chronicle has the hunters dealing with one of their family who has been turned into a Vampire. This is a campaign rife with moments of heart-rending drama: the shock of discovery, the pleading for mercy or the cry for help. The Storyteller must be careful not to let this one become too trite. His material, the testing of close emotional and family bonds, does not necessarily guarantee a successful game: its evocation is still up to him and the players.

Alternately, the Vampire could be one of the player's best friends, one whom he made a "blood-pact" of friendship with when they were young. What will win out: the human bond of "friends forever" or the Vampire bond of "live forever?"

## Question of Faith

This campaign concerns the rigors of a holy crusade against the Kindred, and the risks of becoming as inhuman as they. The hunters begin the crusade convinced of the righteousness of their ways, and the need for the destruction of the Vampire monsters. As the hunt progresses, they encounter Kindred who are anything but the horrid devils they were believed to be — Kindred fighting for their very souls against the irresistible blood hunger. Destruction of these noble immortals can cause Humanity loss, and as the hunters continue blindly on, they may become less human than their enemies. They must confront their basic beliefs about who the Kindred really are, and what good can possibly come of a hunt based on intolerant hate.

## Partners in the Night

This should be a rare Story, for it involves the hunted helping the hunter: the Kindred teaming up with the hunters to go after a common prey. Perhaps the Kindred hope to overthrow the Prince, and the hunters are his best way of doing so. No matter the reason for the partnership, it cannot last, for the Kindred is the enemy of the hunter.

## Shadow Government

The hunters discover Kindred have infiltrated into deep levels of the national government, and must try to stop them. The NSA agents are the antagonists in this Story/Chronicle. It means deep intrigue, espionage and paranoid distrust. The situation may seem hopeless, unless the hunters can cause enough noise to make the Kindred get out while they still can. Or, the players can be NSA agents trying to extricate their organization from the plots of the Kindred. This would then be a combination Story with the Partners of the Night listed above, and the players would be an arm of the Jyhad.

## The Hunt of Ages

The Hunt of Ages is a long-running Chronicle beginning sometime in the past, perhaps the dark times of the Inquisition, or the Victorian era, and continuing into the present time. The players begin with characters in the past, and as the years pass, these characters retire and hand their legacy down to another generation, up until the present time.

The object of the hunt for this game is a single Kindred, with the generations of hunters attempting to destroy him and his various plots. It culminates in the present, where the final generation of hunters succeeds or fails against their ancient nemesis.

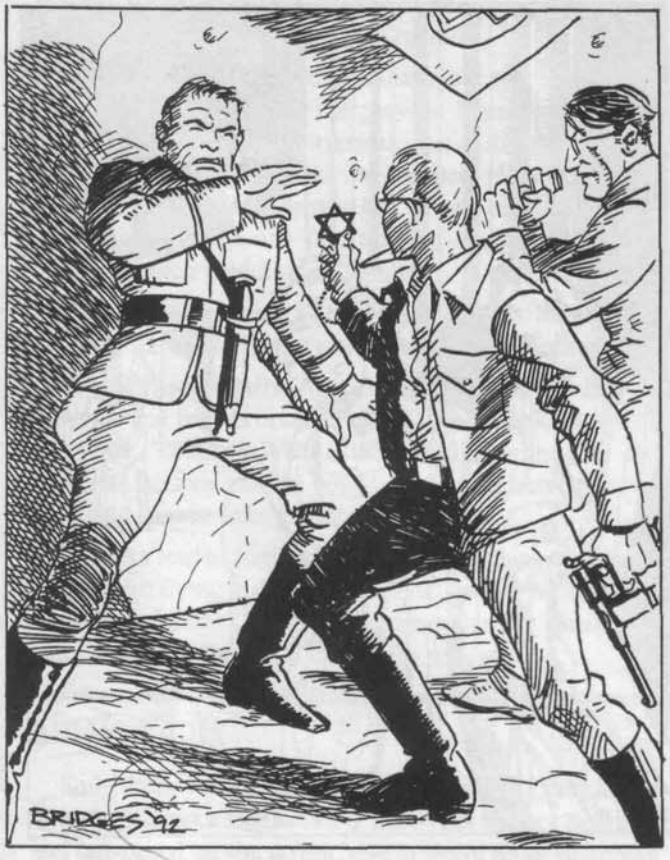
There are many different ways this Chronicle can be run. The Storyteller can run all the previous generations as single-Story games, and then run the present generation in a longer-

running Story as the Chronicle builds to its inevitable denouement.

For example, the Storyteller can begin in Spain, during the time of the Inquisition, and the characters are the first generation of hunters to take on their Kindred nemesis, a Follower of Set just beginning her undead life.

The next Story could take place in the fog-shrouded streets of London during the reign of Queen Victoria. The characters discover evidence of this Kindred, and also the diaries of her hunter enemies of long ago. Perhaps the characters are some of the founding members of the Arcanum, and their quest for knowledge led them to this information. The Kindred now has much experience behind her, and many retainers over the world. The characters can be instrumental in setting back her dark plans for the next few decades, where the Story begins again.

The next generation of hunters are fighting the good fight against Hitler's Nazi hordes in the late 1930s. Maybe, while in bomb-tattered London, they uncover the old diaries and records of the previous generation's fight with the Kindred, and this leads them to discover the Kindred's plots, one of which involves aiding the Nazis. They have to stop the Kindred, for the fate of all Europe depends upon it.




The final Chapter begins in the modern era, as the newest generation of hunters encounters the old Cainite and must put and end to her once and for all.

This Chronicle gives a good idea of the vast sweep of time in which a Kindred can live, while mortals must do what they can in the time allotted. People must work together in a union forged over the ages to combat a menace which will not die. This is in fact the Theme of the Chronicle: the Eternity of Evil.

But the Storyteller should remember to also play up the vast complexity of the Kindred, and the good which Kindred can do, even if they are doomed to a losing battle with the Beast. The long legacy of hunting can be a shining example of courage to some Kindred, and they may step in and aid the hunters against the Cainite antagonist. This may lead to the hunters to a greater understanding of their prey.

## Advanced Storytelling Techniques

**Props:** There are many different props which the Storyteller and the players can come up with to enhance the roleplaying of a Hunters game. Wooden stakes or holy symbols are just the beginning. If the players are all FBI Special Affairs agents, they can all dress in black suits with dark sunglasses (although it may be hard to read your character sheet like this).

**Music:** Play appropriate music in the background to enhance the mood. You could even select "themes," scores of music to accompany the appearance of a particular character. Whenever a the Kindred nemesis appears, strike up "Night on Bald Mountain," or maybe Bauhaus' "Bela Lugosi's Dead." Each player can have his own theme also, to play whenever the character has succeeded well in a dangerous situation.

**Sound Effects:** With any of a number of sound effects tapes and CDs available, you can cue up practically any sound: a creaking door, a distant scream, wind howling through the trees, or even cocktail party chatter. This can be a lot of fun, and helps the Storyteller appeal to the player's senses in filling the background.

**Lighting:** Atmosphere can be enhanced by the use of interesting lighting. If the hunters are hunting at night, with only candles and lanterns, then use only these as light sources in the room you are gaming in. If it is daytime in the Story, turn on all the lights, or open the blinds if you are playing by day.

The more the environment you game in can evoke the Story happenings, the easier it is to be drawn into the roleplaying experience. However, the Storyteller should talk with the players before doing anything too radical, to see which props they are comfortable with. But do not let this ruin any element of surprise. Sometimes you will just have to risk the player's laughter when you are trying for high drama.

**Diaries:** One interesting prop to get the players more into their character's thought processes is to have them all buy blank notebooks, and at the end of every game session, sometime before the next one, have them record an entry of their hunter's diary, detailing that game from the hunter's vantage point. An example of a hunter's diary was given in **Chapter One**.

This will greatly aid in helping them think like their character, and it becomes interesting to read the different interpretations each player's character has had on the same events.

**The Preamble:** At the beginning of a new Story, choose one player to read a passage aloud from his character's diary, summing up the last Story's events. This acts as a first person narrative introduction, and adds to the feeling of participating in a story. The same player can also add a passage at the end of the Story to summarize its conclusion, much like Doctor Watson's accounts of Sherlock Holmes' cases. There can be different players reading for every Story, adding to the variety and perspectives of the Preambles.

## Remembering the Mortal Coil

A hunter campaign is a chance for a different perspective on the Kindred, one different than the players get by playing Vampires. If the Storyteller feels her players are getting too caught up in the inhumanity of playing Vampires, drunk with the raw power and forgetting any human compassion, she may want to switch to running a Hunters game for a while. She can use this to bring them back down to earth, to remind them of the terrors of the night and the smallness of the ego compared to the mysterious horrors which lurk in the shadows. A hunter has more of a chance to exhibit raw courage than any Vampire, for the odds are against the hunter, but he perseveres anyway.

A Hunters game is a chance to explore the human reaction to dealing with the terrors of the soul, a confrontation with the shadow in everyone. A Vampire game uses the extreme passions and powers of the Kindred to highlight the human condition, but a Hunters game is chance for some more subtle roleplaying. It can be more of a challenge to play a 45-year-old housewife confronting her fear than playing a 200-year-old Cainite. This can also be done via flashbacks, parallel stories and foreshadowing described in Vampire.

Both a Vampire and a Hunters game let us confront the Other, that which we are not. But, if we look closer, we can see the similarities. We can see how we react to the Other outside of us, but also to the Other within.

## New Enemies

A Storyteller does not always have to make Kindred the antagonists. Perhaps a werewolf attack has made the hunters realize the dangers posed by these beasts, and they turn their efforts into discovering more about the Lupine. A hunter could accidentally wander into a Faerie hill one night, and be drawn into a world of goblins and Black Knights. Maybe they follow him back out, and soon the modern world is once again alive with elves and nymphs. Humans can be enemies as vile and dangerous as any Undead.

The lore of the world is full of the many monsters who have terrorized humanity since the dawn of time, and the Storyteller should feel free to introduce them into his Stories. For they all come from within, from that place in the unconscious shared by us all. These monsters are ours.

# Appendix One: Famous Hunters

*Be wary then; best safety lies in fear.*

— Shakespeare, *Hamlet*

The following are examples of some of the hunters who track down the Kindred. Some of them are very recognizable to most Kindred, as they have famous reputations. Others are new to the hunt, and still shaky in their commitment.

## Caiaphas Smith

Caiaphas was born in 1815 in New England, and met his first Cainite when he was only 15. His father had bid him bring some milk to their neighbor, Goodwife Clayton, whose husband had not returned from a long trip to Boston. She had been slowly wasting away from a sickness none could cure. As young Caiaphas arrived at her home, it was already dark. About to knock upon the door, he saw through the windows a strange man with Goodwife Clayton. Caiaphas was shocked, for this man appeared to be caressing her. As young as he was, Caiaphas already knew of the dangers of sin, and the rewards of Hell for a sinner's life. He burst into her home and bade her beware for her soul.

He did not know how correct he had been. The strange man slowly turned towards him, the blood of Goodwife Clayton streaming down his chin. Caiaphas was frozen with shock. He knew what it was which stood before him, told in tales by every hearth at night: the Vampyre.

Its eyes pierced into Caiaphas' soul, and Caiaphas felt his will draining away from the creature's unspoken, harsh commands. Yet, more than most, he knew of the fate which awaited his soul should he give in to the beast. With a feat of iron will, he broke away from that evil gaze and ran out into the night. The vampyre immediately began pursuit.

But Caiaphas knew it would, and he had not run thoughtlessly. His young, powerful legs brought him to the shed before the vampyre, and with but seconds to spare, he grasped the hoe, snapped it over his leg, and drove the splintered end into the onrushing vampyre's heart.

The creature screamed horribly and fell back onto the ground, immobilized by the wooden stick thrusting into its body. Its eyes stared up fearfully at Caiaphas, for it saw what he was preparing to do next. Without pause, Caiaphas reached into the shed for the axe, brought it out, swung it up and then down into the creature's neck. A gurgling cry was all the vampyre could manage as its head parted from its body and its unnatural life came to an end.

And since that time, naught else has mattered in Caiaphas' life but the destruction of Vampires. Through the decades he has risked his mortal soul desperately by such sinful deeds as drinking of the blood of the Vampire, so that he could prolong his life until all Vampires were dead. But his supply has not been constant, so now his bones are 71 years old, but in better shape than any mortal 20 years his younger. The stolen blood also gives him the strength and endurance to continue on his holy path.

Among his many methods for hunting are his hedge magic spells, used to track and identify Kindred. These were learned long ago at the side of Daniel Hargrave, a Puritan witch-hunter in Salem. While the spells were originally used to hunt witches, Caiaphas has adapted them for use against Kindred. By using Cainite blood, or the blood of a Ghoul, he can supernaturally track the Undead down.

He has gained many allies in all areas of the world on his long journey, but he still concentrates on the menace in New England, where the Sabbat is his bitter enemy. It was they who he first marshalled his efforts against, and in his mind, even though he has since discovered the secret of the Camarilla, all Vampires are of the Sabbat. He refuses to use the Kindred's own names for themselves; to him, they are vampyres, or Damned.

He has worked with Sullivan Dane once before, and has much respect for him. Dane guessed Caiaphas' true age, and does not approve of his methods of prolonging his life. He has also worked with the Inquisition off and on, but does not approve of their Papal ties.

# The Hunters Hunted™

Vampire: The Masquerade™

## Caiaphas Smith

**Attributes**

| Physical | | Social | | Mental | |
|---|---|---|---|---|---|
| Strength | ●●●●● | Charisma | ●●●●● | Perception | ●●●●● |
| Dexterity | ●●●●● | Manipulation | ●●●●● | Intelligence | ●●●●● |
| Stamina | ●●●●● | Appearance | ●●●●● | Wits | ●●●●● |

**Abilities**

| Talents | | Skills | | Knowledge | |
|---|---|---|---|---|---|
| Acting | ○○○○○ | Animal Ken | ○○○○○ | Bureaucracy | ○○○○○ |
| Alertness | ●●●●● | Drive | ○○○○○ | Computer | ○○○○○ |
| Athletics | ●●●●● | Etiquette | ○○○○○ | Finance | ○○○○○ |
| Brawl | ●●●●● | Firearms | ●●●●● | Investigation | ●●●●● |
| Dodge | ●●●●● | Melee | ●●●●● | Law | ●●●●● |
| Empathy | ○○○○○ | Music | ○○○○○ | Linguistics | ●●●●● |
| Intimidation | ●●●●● | Repair | ○○○○○ | Medicine | ●●●●● |
| Leadership | ●●●●● | Security | ●●●●● | Occult | ●●●●● |
| Streetwise | ○○○○○ | Stealth | ●●●●● | Politics | ○○○○○ |
| Subterfuge | ○○○○○ | Survival | ●●●●● | Science | ○○○○○ |

**Advantages**

| Numina & Other Traits | | Backgrounds | | Merits & Flaws |
|---|---|---|---|---|
| Crossbows | ●●●●● | Allies | ●●●●● | Iron Will |
| Casting | ●●●●● | Contacts | ●●●●○ | |
| Duration | ●●●●● | Resources | ●●●●● | |
| Extend | ●●●●● | Reputation | ●●●●● | |
| Scent / Vampire | ●●●●● | | ○○○○○ | |
| Confess | ●●●●● | | | |
| Soul of the Wood | ●●●●● | | | |
| | ○○○○○ | | | |
| | ○○○○○ | | | |
| | ○○○○○ | | | |
| | ○○○○○ | | | |
| | ○○○○○ | | | |

**Faith** ●●●●●●●●●○○

**Humanity** ●●●●●●●●●○

**Willpower** ●●●●●●●●●● □□□□□□□□□□

**Virtues**

| | |
|---|---|
| Conscience | ●●○○○ |
| Self-Control | ●●●●● |
| Courage | ●●●●● |

**Combat**

| Damage | Weapon | Difficulty |
|---|---|---|
| | | |
| | | |
| | | |

**Health**

| | |
|---|---|
| Bruised | □ |
| Hurt -1 | □ |
| Injured -2 | □ |
| Wounded -3 | □ |
| Mauled -4 | □ |
| Crippled -5 | □ |
| Incapacitated | □ |

**Experience**

Attributes: 6/4/3 Abilities: 11/7/4 Backgrounds: 5 Virtues: 7 Freebie Points: 21 (5/2/1)

The Justicars of the Camarilla have released an edict concerning Caiaphas: all Kindred are to avoid him at all costs. Any Kindred who willfully breaks this Law shall be put to death. Any Prince who does not carry out this punishment shall be put to death. The Law dictates that if Caiaphas can be kept from Kindred vitæ for perhaps the next 20 years, he will die of natural, old age.

The Camarilla know he is one of the most dangerous hunters to have ever existed, for his powerful, fanatic Faith and drive are phenomenal, and his vast experience, magic and lore make it hard to hide anything from him.

**Name**: Caiaphas Smith

**Age**: Physical: 71, Actual 176

**Nature**: Fanatic

**Demeanor**: Fanatic

**Concept**: Puritan Hunter

**Motive**: Sense of Duty/Hate

**Method**: Religious/Heavy Firepower

**Roleplaying Hints**: You are focused on the job at hand. All else is unimportant. However, your knowledge of Kindred and their habits allows you to easily (uncannily, some have said) detect signs of their passage. Few are the Ghouls, trying to pass as humans, who have been able to keep their

perverse secret from you. You speak with force and strong diction. The long ages have drained the desire for small talk from you. You know your time is short, and there is much to do. Glare unflinchingly at everyone, as if your eyes are enough to pierce their secrets. Lately, your left leg has been aching, the first signs of old age coming. You try to hide the pain from others, but sometimes you are sure they can sense it. Put up an even tougher demeanor, so they do not underestimate you because of your weakness.

**Notes:** Any traits marked with an * decrease by two when Caiaphas has been without Vampire vitæ for a month. Caiaphas is not, strictly speaking, a ghoul, for he has never used Vampire blood for continued long stretches of time. However, his body has become dependent on the blood.

# Deborah Rose Keller

Mrs. Keller's life was the most wonderful any woman can ask for: a doctor husband, a beautiful house in a nice neighborhood, and a fine, responsible son. But all that was shattered when the police came to her home that day to tell her of her son's mysterious, occult death. How could this be happening? They told her he was found in the woods, all the blood drained out of his young body, while all around were the remains of black candles and strange drawings. She could not believe it. Did she not go to church every Sunday? How could this be her reward?

The Hunters Hunted™

Vampire: The Masquerade™

## Deborah Rose Keller

**Attributes**

| Physical | | Social | | Mental | |
|---|---|---|---|---|---|
| Strength | ●○○○○ | Charisma | ●●●●○ | Perception | ●●●○○ |
| Dexterity | ●○○○○ | Manipulation | ●●●●○ | Intelligence | ●●○○○ |
| Stamina | ●●○○○ | Appearance | ●●●○○ | Wits | ●●●○○ |

**Abilities**

| Talents | | Skills | | Knowledge | |
|---|---|---|---|---|---|
| Acting | ○○○○○ | Animal Ken | ○○○○○ | Bureaucracy | ○○○○○ |
| Alertness | ●●○○○ | Drive | ●●○○○ | Computer | ●○○○○ |
| Athletics | ○○○○○ | Etiquette | ●●●○○ | Finance | ○○○○○ |
| Brawl | ○○○○○ | Firearms | ○○○○○ | Investigation | ●●●○○ |
| Dodge | ○○○○○ | Melee | ○○○○○ | Law | ○○○○○ |
| Empathy | ●●●○○ | Music | ●○○○○ | Linguistics | ○○○○○ |
| Intimidation | ○○○○○ | Repair | ○○○○○ | Medicine | ○○○○○ |
| Leadership | ●●●○○ | Security | ○○○○○ | Occult | ●●●○○ |
| Streetwise | ●○○○○ | Stealth | ○○○○○ | Politics | ○○○○○ |
| Subterfuge | ○○○○○ | Survival | ○○○○○ | Science | ○○○○○ |

**Advantages**

| Numina & Other Traits | | Backgrounds | | Merits & Flaws |
|---|---|---|---|---|
| | ○○○○○ | Allies | ●●●○○ | |
| | ○○○○○ | Contacts | ●●○○○ | |
| | ○○○○○ | Resources | ●●○○○ | |
| | ○○○○○ | | ○○○○○ | |
| | ○○○○○ | | ○○○○○ | |
| | ○○○○○ | | | |
| | ○○○○○ | | | |
| | ○○○○○ | | | |
| | ○○○○○ | | | |
| | ○○○○○ | | | |

**Humanity**

●●●●●●●●○○

**Willpower**

●●●●●●○○○○

□□□□□□□□□□

**Faith**

○○○○○○○○○○

**Virtues**

| | |
|---|---|
| Conscience | ●●●●○ |
| Self-Control | ●●●○○ |
| Courage | ●●●○○ |

**Combat**

| Damage | Weapon | Difficulty |
|---|---|---|
| | | |
| | | |
| | | |

**Health**

| | |
|---|---|
| Bruised | □ |
| Hurt -1 | □ |
| Injured -2 | □ |
| Wounded -3 | □ |
| Mauled -4 | □ |
| Crippled -5 | □ |
| Incapacitated | □ |

**Experience**

Attributes: 6/4/3 Abilities: 11/7/4 Backgrounds: 5 Virtues: 7 Freebie Points: 21 (5/2/1)

She decided to investigate herself. If there was some group of devil-worshipping, heavy metal music freaks out there killing young children, then someone must do something.

She began investigating occult murders all over the country, and that only convinced her, regardless of the evidence, that there was a larger group behind it all; an evil conspiracy seducing children and then using them as their sacrifices to the devil. The police at first aided her in her investigations, even calling her in for advice on some cases. But they became convinced that she was making up many of her conclusions, and labeled her as a paranoid conspiracy theorist. So, she began to hide evidence from them on cases, and secretly used it for her own investigations.

One such case changed her entire career. She had found a business card among the debris in a house used for ritual crimes. She went to the address listed, and found it to be an old house. It was dark by the time she arrived, but she went up to the front door anyway. The knock was answered immediately by a servant. When she told him her name, he looked surprised, and she knew she was on to something. He invited her into the parlor and went to summon his employer.

From the moment she saw him, the hair on her neck stood up. He was tall and thin, pale as if from lack of sun, but his eyes were sharp and intense. He was kind and jovial, and expressed his curiosity at her visit. She explained where she found his card, and though he said he did not know why it was

there, she had seen the flicker of recognition behind his eyes. She stood up and demanded to be told the truth.

He sat there stunned, and then slowly smiled. He asked her if she was working for the police. She told that she had come alone, on her own investigation. He smiled again, and said: *"All right. The truth..."* and his mouth opened wide, revealing two hideous fangs.

Deborah screamed and ran for the door, but he cut her off. She turned and ran down the hall, but he appeared there too. He was toying with her and she had never known such terror. But then, there was a knock on the door, and a yell from outside: *"Open up! Police!"* She ran for the door, opened it, and fainted into a policeman's arms.

When she awoke, in the back of the patrol car, she told them all that had happened. The looks of pity on their faces caused her to stop short. They explained that there was no one home at the house, and no sign that anyone had run from it either.

She knew then and there that only she could stop this occult-Vampire menace. She has since devoted her time and career as a ritual crimes expert in tracking down Vampires. She has yet to discover another one, but has found evidence that convinces her of their existence. She has also had recent contact with the Society of Leopold, which has confirmed her suspicions.

Many Cainites who know of her consider her no danger, but some Princes are all too aware of the consequences of harming her. While she has only built up a limited respect in law enforcement circles, she has a huge following among other concerned housewives and citizens' groups. Her death, unless masterfully done, would only cause some to believe it a part of the occult conspiracy which she crusades against. Thus, Princes have decreed that all Kindred are to do their best to prevent her from discovering substantial evidence of the Masquerade.

She lives in California, but often tours the country, delivering seminars on ritual crime to law enforcement personnel, citizens' groups and PTAs.

**Name**: Deborah Rose Keller

**Nature**: Martyr

**Demeanor**: Caretaker

**Concept**: Crusading Housewife

**Motive**: Sense of Duty/Revenge

**Method**: Detective

**Roleplaying Hints:** You are well-mannered and polite, but persistent in your demands. Your social circle, up until a few months ago, was bridge clubs and quilting bees, but now you feel that you are all too familiar with the underworld and its lingo. You will try to prevent your friends from suffering under this burden also.

# Dennis Quincy, "The Uncanny Danny"

Dennis Quincy was a man of reason. It was his contention that everything could be explained by science, even so-called magic. To prove it, he set about to learn stage magic. He discovered that all it was was clever trickery, and thus he reasoned that all "magic" must be tomfoolery. He mastered the methods of the stage magician, and then used his knowledge of misdirection and sleight of hand to go about and prove psychics to be wrong, for there was nothing he hated more than a person preaching unreason — and making money at it. So, he made his money by debunking famous psychics and channelers. There was no psychic power or mystic revelation he could not prove involved some form of flimflammery. And he got rich off of it.

He began receiving many offers from people all over the world who had seen strange events which they challenged him to prove to be a hoax. And there was not one to which he could not come up with a rational explanation. Until Timothy Barris showed up on his doorstep.

Dennis had invited Timothy in to hear his tale, in which he had claimed to have seen, and fought, with a Vampire. Dennis listened to his tale very carefully, as he always did, searching for some discrepancy in the story or a sign of psychological disease in the teller. Concerning the tale, Dennis could find nothing in its telling that showed it to be a blatant hoax. But Timothy was clearly cracking under the pressure, which he believed was caused by the knowledge that a monster was out to get him. Timothy claimed he had been dating a woman who was in fact a Vampire. When he discovered her nature, she became enraged and attacked Timothy, trying to drink his blood. Timothy successfully escaped when police heard his cries.

He came to Dennis Quincy to gain his aid in proving the existence of the Vampire, for if he could get so great a skeptic as the Uncanny Danny, as his magician's stage name was, to believe it, then surely the world at large would investigate. Dennis saw a marvelous moment in which to disprove the existence of Vampires for all to see. So, Dennis accompanied Timothy to the park where the Vampire had attacked him.

The park was dark, and Dennis was afraid at first of being mugged. He was sure that Timothy's "Vampire" was nothing more than a punk mugger. Timothy pointed out the place where it had happened. As Dennis was looking about, he was startled to see a woman standing in the bushes. She stared back at him. He had never seen anyone as beautiful as she was. He began to approach her, and she him. She held out her arms to embrace him, and he fell into her grasp. She began to kiss his neck, and then he felt a sharp pain in his throat, and then ecstasy. Timothy, behind him, let out a giggle. His skeptical mind instantly wrenched itself out of the glamour it had been drawn into, and he tore himself from her.

He jumped back, startled, staring at her, bleeding from his neck. She began to laugh, then said *"Oh, Timothy, you were doing so well. But now you have alerted him."*

*"Who are you?"* said Dennis, totally perplexed about what was going on.

*"I have come to give you a gift,"* she replied, *"One which you can enjoy through eternity."* And her eyes began to glow red, and Dennis knew what he was staring at. After all the years of hoax upon hoax, he was seeing something which his rational mind could not believe.

He did what any rational man would do when confronted with such a terror. He ran away.

Much later, after dawn, in the hotel room which he had rented that night, Dennis began to assess what had happened to him. After fevered muttering to himself, and multiple cups of coffee, he decided that he had been confronted with a phenomenon which science had not yet explained. But, he did not lose hope, for what was science but discovery? Yes, and he would be the discoverer. Certainly, he now conceded that Vampires existed, for he had the scar to prove it. But surely all the folklore could not be correct. No, it was more plausible that these were humans with a previously unknown disease which caused them to desire the blood of others. Perhaps it also caused the body to manufacture natural chemicals, somewhat like steroids, that would account for the legends of vampiric strength.

And in but a span of hours, Dennis had come up with a scientific theory to explain Vampires. But he now needed to test that theory, so he set out on the quest, continually searching for any tales which could lead him to actual Vampires to interview and test his theory on.

Dennis Quincy, although he has seen but one Vampire, is quite dangerous to Kindred. He has vast media support, and chronicles his search in books which he publishes regularly. He also has a shrewd and cunning mind, and any slips in the Masquerade would surely be detected by him. His range is nationwide. The Arcanum has toyed with the idea of inviting him in for his ability at cutting through the nonsense, but so many of that order despise his views that no invitation has been given. Danny is unaware of their existence.

**Name**: Dennis Quincy

**Stage Name**: The "Uncanny Danny"

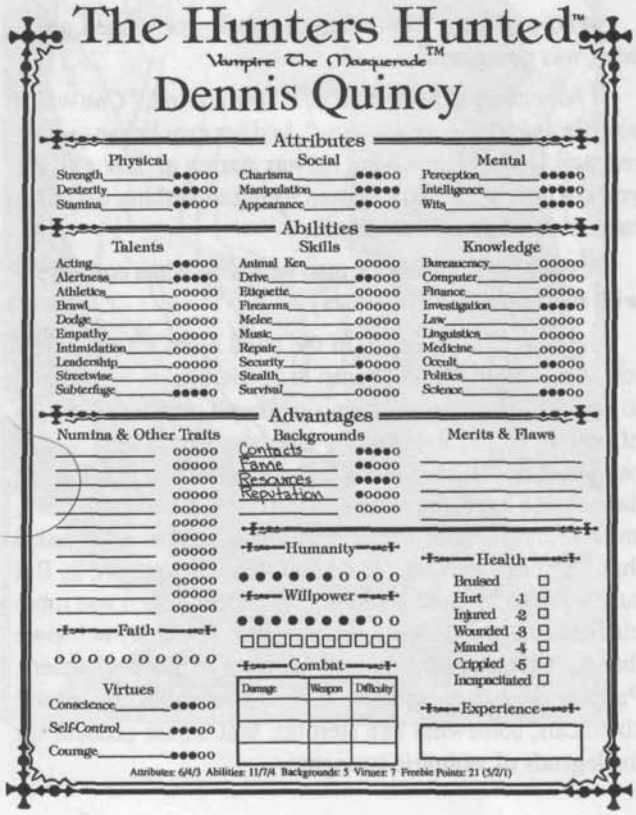
**Nature**: Curmudgeon

**Demeanor**: Director

**Concept**: Skeptic

**Motive**: Curiosity

**Method**: Scientific




**Roleplaying Hints:** You are gleeful and righteous when you discover a hoax. But when something is not immediately obvious as a trick, you get incredibly serious, and will not rest until you have unraveled its illusions. You are well-groomed, and effect a scholar's air, with a tweed suit jacket, well-trimmed beard, and a mahogany pipe.

# Walker Grimes

Walker Grimes was a man-about-town, wealthy and proud of it. He had money and good looks — all a man needs to get through life well. He sneered at the homeless, jobless bums and went out of his way to make life miserable for them. One of them finally got mad enough to do something. One who wasn't human.

Gary was a Nosferatu, as ugly as they come and resentful as hell of that Grimes mortal who sicced police on all of Gary's friends, the only humans who looked up to him and appreciated him regardless of his looks. He would teach Grimes a real lesson.

When Walker's house security alarm went off in the middle of the night, he grabbed his flashlight and gun from the bedstand drawer, and went out into the hall to search for the intruder. He saw him, below on the second level, wandering the large foyer. It looked like a street bum. Pointing the gun, he yelled for the burglar to halt. The intruder stopped and slowly turned, looking up.

Walker almost retched — he had never seen anyone so ugly. Before he knew it, the thing was up the stairs and next to him, tearing at his neck. He screamed as the creature bit into him, its moldy hands grasping his face into a lock. All began to turn dark, fading away...and then the blood. He grasped it like a rope flung to a drowning man, and began lapping it up in great gulps.

Then came the changes — horrible, wracking pains and ugly, explosive smells from all of his orifices, as his body began to react to the putrid blood in its system. Eventually, the pain stopped and Walker caught his breath. He looked up to see the Vampire that stood there, watching him.

As he raised his head, he saw the smirk on the creature's face. But the smirk was instantly wiped away to one of shock and horror. Then revulsion. The creature screamed and ran out of the house.

It was not a scream of fear, but of anguish and pain. For Walker Grimes, after the Turning, after the blood of the Nosferatu Clan had coursed into his veins, was still as handsome as he had always been. To Gary, this was the ultimate act of an unjust universe, and he could not now face his Childe.

But Walker was horrified, for there were disgusting lumps all over his body now, everywhere except his head and hands. He would have to go through life dressed head to toe to hide his disfigurement. He was enraged, and screamed that he would have his revenge against the Vampire for the ugliness

he had been cursed with, unaware that, of all Nosferatu, he was the most blessed.

He now spends his time and vast fortunes hunting down his Sire. He found another Vampire, a Caitiff, and learned much from him of the Camarilla and Clan Nosferatu. He has had many hard lessons to learn on his own about what being a Vampire is like, and he plans to pay back all the pain he has had to endure. Against Clan Nosferatu.

He appears, when fully dressed (usually in a suit), like a normal mortal, although an exceptionally pale one. The only outward sign of his physical disfigurement is an odd birthmark behind the left ear.

But hidden under his clothes are warty bumps and "birthmark" blotches over all his skin. Hair grows in strange places, sometimes in patches and sometimes thick as fur.

**Name**: Walker Grimes

**Age**: 32

**Generation**: 13th

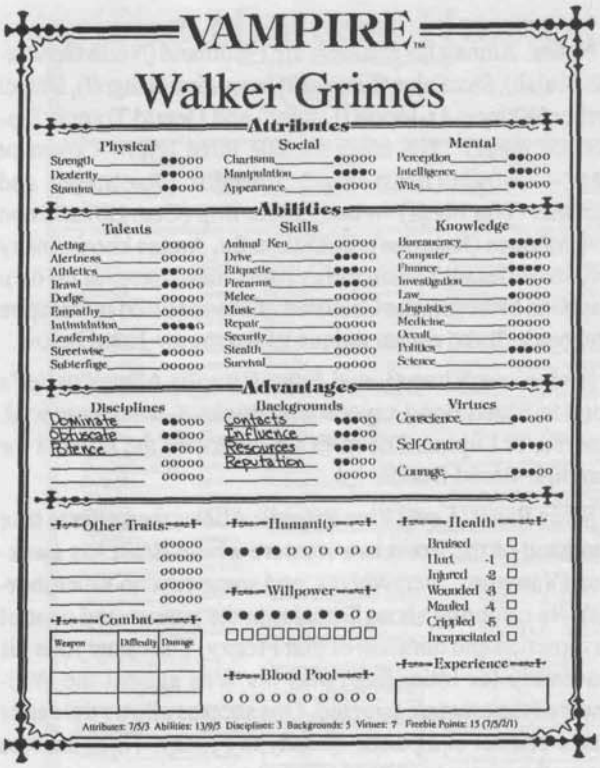
**Clan**: Caitiff

**Nature**: Bravo

**Demeanor**: Gallant

**Motive**: Revenge

**Method**: Manipulation


VAMPIRE™

Walker Grimes

Attributes

Physical: Strength ●●○○○ Dexterity ●●○○○ Stamina ●●○○○

Social: Charisma ●○○○○ Manipulation ●●●●○ Appearance ●○○○○

Mental: Perception ●●○○○ Intelligence ●●●○○ Wits ●●○○○

Abilities

Talents: Acting 00000 Alertness 00000 Athletics ●●○○○ Brawl ●●○○○ Dodge 00000 Empathy 00000 Intimidation ●●●●○ Leadership 00000 Streetwise ●○○○○ Subterfuge 00000

Skills: Animal Ken 00000 Drive ●●○○○ Etiquette ●●○○○ Firearms ●●●○○ Melee 00000 Music 00000 Repair 00000 Security ●○○○○ Stealth 00000 Survival 00000

Knowledge: Bureaucracy ●●●●○ Computer ●●○○○ Finance ●●●●○ Investigation ●●○○○ Law ●○○○○ Linguistics 00000 Medicine 00000 Occult 00000 Politics ●●●○○ Science 00000

Advantages

Disciplines: Dominate ●●○○○ Obfuscate ●●○○○ Potence ●●○○○ 00000 00000

Backgrounds: Contacts ●●●○○ Influence ●●●○○ Resources ●●●●○ Reputation ●●○○○ 00000

Virtues: Conscience ●●○○○ Self-Control ●●●●○ Courage ●●●○○

Other Traits: 00000 00000 00000 00000 00000

Humanity: ●●●●○○○○○○

Willpower: ●●●●●●●●○○ □□□□□□□□□□

Health: Bruised □ Hurt -1 □ Injured -2 □ Wounded -3 □ Mauled -4 □ Crippled -5 □ Incapacitated □

Combat: Weapon | Difficulty | Damage

Blood Pool: ○○○○○○○○○○

Experience

Attributes: 7/5/3 Abilities: 13/9/5 Disciplines: 3 Backgrounds: 5 Virtues: 7 Freebie Points: 15 (7/5/2/1)

# Arctos

On a side street in Greenwich Village, New York, the center of the modern world, there is a house that belongs very much to the ancient world. It is the headquarters of a Covenant of Magi, the Order of the Mysterious Conjunction. Here reside Magi, those most mysterious of mortals, who not only study the secret powers of the world, but act to use them, and change them to their own ends.

Of those in this house, called the Raven's Nest by its residents, there is one who is known as Arctos. His specialty is Dominions and Offices. His part in the Great Work is in the gaining of power and authority over the other Beings who inhabit the many worlds known to Man. This brings him into conflict with the Kindred. The Kindred do not like being played as puppets, especially by a mortal.

Arctos has devised many powerful and unique spells by which he has brought certain Kindred under his command. He has magically Blood Bound a pair of Licks to him, and they are fiercely loyal to him because of it. But even if the bond were broken, they would still stay with him, for in return for their service he has offered protection and many things unavailable to other Kindred (the deep Rest to be found in Faerie). They both believe themselves to have found a comfortable niche in eternity, and will not willingly lose it.

Another of Arctos' servants is Daniel Archer, whose other name is Whines-At-Moon. Daniel is a werewolf. He was long the scapegoat of his pack, but he had a place among them, and that was important to him. But his pack lived in a sick place, a place dying from man's poisons, and they in turn began to die. Arctos came to them and offered them magic to ward off the poison. In return, he asked for one of their number to serve him faithfully. Of course, they chose Whines-At-Moon.

He is happy, though, for he has a new place, where he is important. He also has respect, for both of Arctos' Vampires fear him. He has tried to befriend them anyway, regardless of their foul nature.

Currently, Arctos is in a war of sorts with the Kindred of New York. They resent his powers and his dangerous (to them) motives. They do not like being puppets. The war is a slow one, with "blows" being exchanged only once every few years, when an opening is seen by one of them. Arctos is defensive, except when he retaliates for an attack, or when he wishes to use a Kindred for a task (willingly or unwillingly). Any players who wander into town may get caught up in these machinations.

**Name**: Arctos

**Real Name**: Christopher Barrow

**Age**: 102

**Physical Age**: 57

**Nature**: Autocrat

**Demeanor**: Confidant

**Motive**: Control/Curiosity/Power

**Method**: Mystical/Manipulative

**Notes:** Among his retainers are Ferdinand (Ninth Generation Brujah), Stemislav (Eleventh Generation Gangrel), Daniel Archer/Whines-At-Moon (Lupine) and Gerald Toomis (apprentice mage). His allies include three fellow Covenant Magi — Jubatis (Beast mage), Haemlox (Star mage), and Fairtanis (War maga) — one Lesser Imp (Georgio) and one Elvish Prince (Raimion). Additionally, Arctos knows many spells of different Thaumaturgy paths, all adapted for his own uses. One of them is the Cauldron of Blood (listed in Vampire rulebook). Some rituals unique to Arctos are listed below.

**Invigorate Vitae (Level Four Ritual):** Allows caster's blood to Blood Bond anyone who drinks it, whether mortal, Kindred, or Lupine. The rules are otherwise the same as for Vampiric Blood Bonds.

**Sway Beast (Level Five Ritual):** Allows the caster to take command of the Beast in a creature whose Beast has awakened (Vampires, werewolves, and some psycho killer mortals). He can bring about Frenzies in the person, and control the direction and duration of that Frenzy. The caster rolls his Leadership (or Intimidate) plus his Wits against the Willpower of the creature targeted. One success allows the caster to take control of a person already in Frenzy. Three success allows the caster to initiate a Frenzy.

**Geas (Level Four Ritual):** Allows the caster to force the target to perform a deed for him, such as "Rescue the Princess and bring her to me." The bewitched person will be unable to sleep or heal wounds until he heeds the call, and begins to perform it. Only when the deed is accomplished will he be free. This acts like a version of the Dark Fate Flaw also. The bewitched one will be haunted by horrible visions until he performs what he has been commanded to do. The caster rolls Leadership + Manipulation versus the target's Willpower. If he gains three successes, the target must perform the mission.

**Equipment:** Arctos always carries three daggers upon him: one of Lupine bone, sharpened to do aggravated damage to Kindred, one of silver (for werewolves), and one of iron (for Faeries).

The Hunters Hunted™
Vampire: The Masquerade™
Arctos

Attributes

| Physical | | Social | | Mental | |
|---|---|---|---|---|---|
| Strength | ●●○○○ | Charisma | ●●●●● | Perception | ●●●●○ |
| Dexterity | ●●●○○ | Manipulation | ●●●●● | Intelligence | ●●●●● |
| Stamina | ●●●●○ | Appearance | ●●○○○ | Wits | ●●●●○ |

Abilities

| Talents | | Skills | | Knowledge | |
|---|---|---|---|---|---|
| Acting | ●●●○○ | Animal Ken | ○○○○○ | Bureaucracy | ○○○○○ |
| Alertness | ●●●●○ | Drive | ○○○○○ | Computer | ○○○○○ |
| Athletics | ○○○○○ | Etiquette | ●●●●○ | Finance | ●●●○○ |
| Brawl | ○○○○○ | Firearms | ○○○○○ | Investigation | ○○○○○ |
| Dodge | ○○○○○ | Melee | ●●●○○ | Law | ○○○○○ |
| Empathy | ●●○○○ | Music | ●●●○○ | Linguistics | ●●●●● |
| Intimidation | ○○○○○ | Repair | ○○○○○ | Medicine | ○○○○○ |
| Leadership | ●●●●● | Security | ○○○○○ | Occult | ●●●●● |
| Streetwise | ○○○○○ | Stealth | ○○○○○ | Politics | ○○○○○ |
| Subterfuge | ○○○○○ | Survival | ○○○○○ | Science | ○○○○○ |

Advantages

| Numina & Other Traits | | Backgrounds | | Merits & Flaws |
|---|---|---|---|---|
| Magus Lore | ●●●●● | Allies | ●●●●● | |
| Kindred Lore | ●●●●○ | Contacts | ●●●●● | |
| Lupine Lore | ●●●●○ | Resources | ●●●○○ | |
| Spirit Lore | ●●●●○ | Reputation | ●●●●○ | |
| Faerie Lore | ●●●●○ | Retainers | ●●●●○ | |
| Alchemy | ●●●○○ | | | |
| Taste of Blood | ●●●●● | | | |
| Move of Mind | ●●●●○ | Humanity | ●●●●●●○○○○ | Health |
| Spirit Thaum. | ●●●○○ | | | Bruised □ |
| Weather Control | ●●●○○ | Willpower | ●●●●●●●●●● | Hurt -1 □ |
| | ○○○○○ | | □□□□□□□□□□ | Injured -2 □ |
| | ○○○○○ | | | Wounded -3 □ |
| Faith | | Combat | | Mauled -4 □ |
| ○○○○○○○○○○ | | | | Crippled -5 □ |
| | | | | Incapacitated □ |

| Damage | Weapon | Difficulty |
|---|---|---|
| | | |
| | | |
| | | |

| Virtues | |
|---|---|
| Conscience | ●●○○○ |
| Self-Control | ●●●●● |
| Courage | ●●●●○ |

Experience

Attributes: 6/4/3 Abilities: 11/7/4 Backgrounds: 5 Virtues: 7 Freebie Points: 21 (5/2/1)

# Kanglor (Lupine)

Kanglor saw his mate killed by a Kindred and will kill them all now. He has always hated them anyway, but now has revenge to fuel his mad rage. Anyone who gets in the way between him and his targets will go down screaming.

Kanglor can control his transformation into a wolf at will, except during the full moon, when he always becomes a wolf. As a human, he is a very ominous figure: tall, with eyebrows grown together, shaggy hair, intense black eyes, and knotty, thick, powerful hands. He prefers a half-form between wolf

and man, where he can stand upright. As a wolf, he has deep black fur, with a silver streak down his back.

He has at times teamed with mortal hunters to destroy Vampires, but these occasions are rare. He most often inspires a crusade among the Lupines and leads them into the outskirts of a city to maim and devour Kindred.

**Name**: Kanglor

**Human Name**: Tom Barker

**Age**: 35

**Nature**: Bravo

**Demeanor**: Bravo

**Motive**: Revenge/Hate

**Method**: Heavy Firepower/Mystical

**Roleplaying Hints**: As a human, you are an imposing bully. Invite someone outside if you think they are talking ill about you. Then beat them to a pulp until they show their rear ends to you in submission. As a wolf, you are even worse.

# The Hunters Hunted™

Vampire: The Masquerade™

## Kanglor

### Attributes

| Physical | | Social | | Mental | |
|---|---|---|---|---|---|
| Strength | ●●●●● | Charisma | ●○○○○ | Perception | ●●●○○ |
| Dexterity | ●●●●○ | Manipulation | ●●○○○ | Intelligence | ●○○○○ |
| Stamina | ●●●●○ | Appearance | ●●○○○ | Wits | ●●○○○ |

### Abilities

| Talents | | Skills | | Knowledge | |
|---|---|---|---|---|---|
| Acting | ○○○○○ | Animal Ken | ●●●●○ | Bureaucracy | ○○○○○ |
| Alertness | ●●●●● | Drive | ○○○○○ | Computer | ○○○○○ |
| Athletics | ●●●●● | Etiquette | ○○○○○ | Finance | ○○○○○ |
| Brawl | ●●●●● | Firearms | ○○○○○ | Investigation | ○○○○○ |
| Dodge | ●●○○○ | Melee | ○○○○○ | Law | ○○○○○ |
| Empathy | ○○○○○ | Music | ○○○○○ | Linguistics | ○○○○○ |
| Intimidation | ●●●●○ | Repair | ○○○○○ | Medicine | ○○○○○ |
| Leadership | ○○○○○ | Security | ○○○○○ | Occult | ○○○○○ |
| Streetwise | ○○○○○ | Stealth | ●●●●● | Politics | ○○○○○ |
| Subterfuge | ○○○○○ | Survival | ●●●●● | Science | ○○○○○ |

### Advantages

| Numina & Other Traits | | Backgrounds | | Merits & Flaws |
|---|---|---|---|---|
| Lupine Lore | ●●●○○ | Allies | ●●●●○ | |
| Kindred Lore | ●○○○○ | Contacts | ●●○○○ | |
| Celerity | ●●●○○ | Reputation | ●●●○○ | |
| Fortitude | ●●●●● | | ○○○○○ | |
| Potence | ●●●●● | | ○○○○○ | |
| Presence | ●●●○○ | | | |
| Protean | ●●○○○ | | | |
| | ○○○○○ | | | |
| | ○○○○○ | | | |
| | ○○○○○ | | | |
| | ○○○○○ | | | |
| | ○○○○○ | | | |

**Humanity**: ●○○○○○○○○○

**Willpower**: ●●●●●●●○○○

**Faith**: ○○○○○○○○○○

□□□□□□□□□□

**Health**

| | | |
|---|---|---|
| Bruised | | □ |
| Hurt | -1 | □ |
| Injured | -2 | □ |
| Wounded | -3 | □ |
| Mauled | -4 | □ |
| Crippled | -5 | □ |
| Incapacitated | | □ |

**Virtues**

| | |
|---|---|
| Conscience | ●○○○○ |
| Self-Control | ●●○○○ |
| Courage | ●●●●● |

**Combat**

| Damage | Weapon | Difficulty |
|---|---|---|
| | | |
| | | |
| | | |

**Experience**

Attributes: 6/4/3 Abilities: 11/7/4 Backgrounds: 5 Virtues: 7 Freebie Points: 21 (5/2/1)

XIICMXCII-V

# Appendix Two: Hunting Gear

These items have a multitude of uses for hunters of all motives. Note that some items are restricted to certain users. A number of items from **The Players Guide** are also useful.

## High Tech

**Remote Database Terminal:** This is a laptop-sized portable computer with a backpack-style satellite link-up antenna. It is capable of tapping into communication satellites and, through them, accessing many of the nation's top information mainframes, including the computers owned and maintained by such organizations as the NSA and the FBI. The Arcanum owns two of these units. Mere possession of the remote terminal will not grant access to these storehouses of information: one must also have knowledge of the proper passwords and access codes.

**Phased Motion Detector:** This compact, hand-held unit detects minute disturbances in the air and, through the collection of this and other data, works to sense movement within 100 meters. Contacts are displayed as blips on the screen, with a beep that increases in volume as the contact gets closer. Direction, movement and sometimes contact mass can be determined. When used on a Vampire under the discipline Obfuscate, this device aids the hunters by letting them make Alertness rolls as if they had one dot of Auspex.

**Thermal Detector:** A small cylindrical unit that instantly measures skin temperature and silently reports the data to the user. It can be installed in the tip of a cane so as to call little attention to itself as it is quietly pressed against a suspected Kindred. This is one of the most effective ways of telling who is and isn't a Vampire, though Kindred with the virtue "Baby-Face" and those who have just fed are not detectable by this detector.

## Spiritual

**The Crusader Sword:** This ancient weapon has a true saint's relic (generally a bone of some kind) imbedded in the hilt. Its reversed hilt and crosspiece counts as a consecrated holy symbol serving as a channel for the Faith miracle which ignites the blade with holy power, adding one die of damage per success for the Faith roll when used against Vampires and other "unholy" creatures. Wounds caused by the blade, when held by one with the Faith Numina, will be aggravated wounds. While wearing the blade, the hunter receives the Virtue "Iron Will." When the Faithful prays for a miracle, add one extra Faith die to the roll if the sword is held, cross-up, during the prayer. It is a Medieval Broadsword as per **The Players Guide** rules: three-feet long with a nine-inch hilt, requiring a Strength of 2 to carry, 3 or better to wield. Difficulty for this particular weapon is 7, though it does Strength + 5 damage (aggravated). The weapon radiates an aura of Faith that is quite discernable to all Kindred through Auspex (it appears as golden fire) and at close range (5 feet) it causes the Kindred to begin to sweat blood.

However, the sword is old and brittle. Kindred seizing the blade would take damage from it as normal, but would

succeed in shattering it (desecrating the relic inside) with three successes on a difficulty of 7, if she used Potence, difficulty 8 if not. Also, any major blows done to the sword itself (strikes against it versus a difficulty of 7) will shatter the sword (treat it as if it has three "health" levels).

There are many other problems with carrying the sword. It is huge and ungainly as a weapon, most people are not familiar with traditional medieval weapons combat — subtract 2 from the Melee roll unless the character receives special training in the use of a broadsword. It is impossible to completely conceal unless one continually wears a large trench coat. Police seeing you carrying one are apt to question you about it, and perhaps charge you with criminal charges or take you to the mental health facility. What's more, the Inquisition forbids using these holy relics in common everyday life. They are antiquities which belong in safekeeping, not in the hands of Hunters who use them to fight Kindred, no matter what Divine power they hold. Still, some Hunters are able to come by these items, sometimes through miraculous means. It is as if the swords themselves want to be biting into Kindred flesh again, as they did in the Middle Ages.

**Oil of St. George:** This oil causes fire which will not burn the Faithful. Fires spread by the oil will also be of this spiritual nature. Of course, structures and those mortals without the Faith Numina will be burned. Vampires subtract 2 dice from their resistance roll against this flame. The oil usually comes in a specially blessed flask that is costly and extremely fragile in construction.

## Psychic

**Kaiphurr Crystal:** This near-perfect quartz crystal has been specially cut and attuned by ancient ways and appears to be silvered. When a Hunter with any of the Psychic Numina meditates using these crystals, her effective level is increased by one. Make Meditation + Wits rolls for maintaining this trance state during dangerous times. The Kaiphurr is normally a double-terminated crystal weighing about half a pound, although they have been as small as 6 ounces.

**The Orb of Ulain:** This orb, worn on a necklace, protects those with any Psychic Numina from Vampiric disciplines involving the mind. For those with Telepathy, it gives them Telepathy + 2 extra dice to aid in resisting Domination, Auspex, Presence and Chimersty. For those with Clairvoyance it gives Clairvoyance + 1 to add to resistance of these, and Telekinesis (since it deals little with the mind) is only granted an extra two dice to help resist Kindred mind disciplines.

## Thaumaturgical

**Eye of the Hour-Glass:** These glasses are specially made so any user of the Vampire discipline Celerity appears, to the wearer, as per normal. While this does not grant the wearer the reflexes to counter the Vampires' moves, it does allow them to be aware and unsurprised of the Vampire's actions.

**The Griffin's Ring:** This earring will sound a bird's cry in the ear of a Hunter who wears it in the presence of a Kindred. It will sound once for each Kindred, and will only be audible to the Hunter who is wearing it. The effective range of this detection power is 10 feet around the wearer.

**The Garou's Claw:** This dagger causes aggravated wounds to Kindred, and, in the light of the full moon, will gift the one who carries it with knowledge of any Kindred who stands near them. Lupines will continually seek the one who carries this dagger, as they presume (rightly so) that it belongs to them.

**The Silken Cord:** This fine silken cord is used to define an area to be the subject of a spell. The cord will activate the spell whenever anyone steps within its area. Thus, attack-oriented spells can be infused in the cord, which will detonate once someone breaks its boundary. Afterwards, the cord is of no use. Most lengths of cord are capable of ringing an area 20 feet in diameter.

## Mundane

**Spike-thrower:** This specially modified shotgun fires a wooden stake. Modified from a Hungarian design used in the 1956 uprising, these shotguns can also fire Molotov cocktails (which do damage as per **The Players Guide**). Difficulty is 8, Damage (as normal for a stake) Rate: 1, Capacity: 1, Concealment: N, Range 15.

**Fang Rippers:** Special dental pliers for ripping vampire fangs out. Useful as an interrogation tool, or as torture, especially versus a staked Kindred. Each fang extraction causes an aggravated wound, and the Kindred must thereafter drink blood from open wounds until they regrow their fangs. Vampire fangs are quite valued by magi, and some hunters keep them as signs of their prowess.

**Neck Guard:** This guard is usually covered with a paint that matches the skin tone of the wearer and is made of titanium steel. It prevents Vampires from using their fangs on your neck. It effectively decreases the wearer's Perception by one due to the difficulty in moving the head..

**Amphed Patch:** This patch of amphetamines keeps the hunter awake for approximately 24 hours without much difficulty. It is applied directly to the skin and is used when the hunter simply must remain awake for whatever reason.

# The Hunters Hunted™

## Vampire: The Masquerade™

Name: Nature: Motive:
Player: Demeanor: Method:
Chronicle: Residence: Concept:

## Attributes

### Physical
Strength ●○○○○
Dexterity ●○○○○
Stamina ●○○○○

### Social
Charisma ●○○○○
Manipulation ●○○○○
Appearance ●○○○○

### Mental
Perception ●○○○○
Intelligence ●○○○○
Wits ●○○○○

## Abilities

### Talents
Acting ○○○○○
Alertness ○○○○○
Athletics ○○○○○
Brawl ○○○○○
Dodge ○○○○○
Empathy ○○○○○
Intimidation ○○○○○
Leadership ○○○○○
Streetwise ○○○○○
Subterfuge ○○○○○

### Skills
Animal Ken ○○○○○
Drive ○○○○○
Etiquette ○○○○○
Firearms ○○○○○
Melee ○○○○○
Music ○○○○○
Repair ○○○○○
Security ○○○○○
Stealth ○○○○○
Survival ○○○○○

### Knowledge
Bureaucracy ○○○○○
Computer ○○○○○
Finance ○○○○○
Investigation ○○○○○
Law ○○○○○
Linguistics ○○○○○
Medicine ○○○○○
Occult ○○○○○
Politics ○○○○○
Science ○○○○○

## Advantages

### Numina & Other Traits
_____ ○○○○○
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### Backgrounds
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### Merits & Flaws
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### Faith
○ ○ ○ ○ ○ ○ ○ ○ ○ ○

### Humanity
○ ○ ○ ○ ○ ○ ○ ○ ○ ○

### Willpower
○ ○ ○ ○ ○ ○ ○ ○ ○ ○

□□□□□□□□□□

### Health
Bruised □
Hurt -1 □
Injured -2 □
Wounded -3 □
Mauled -4 □
Crippled -5 □
Incapacitated □

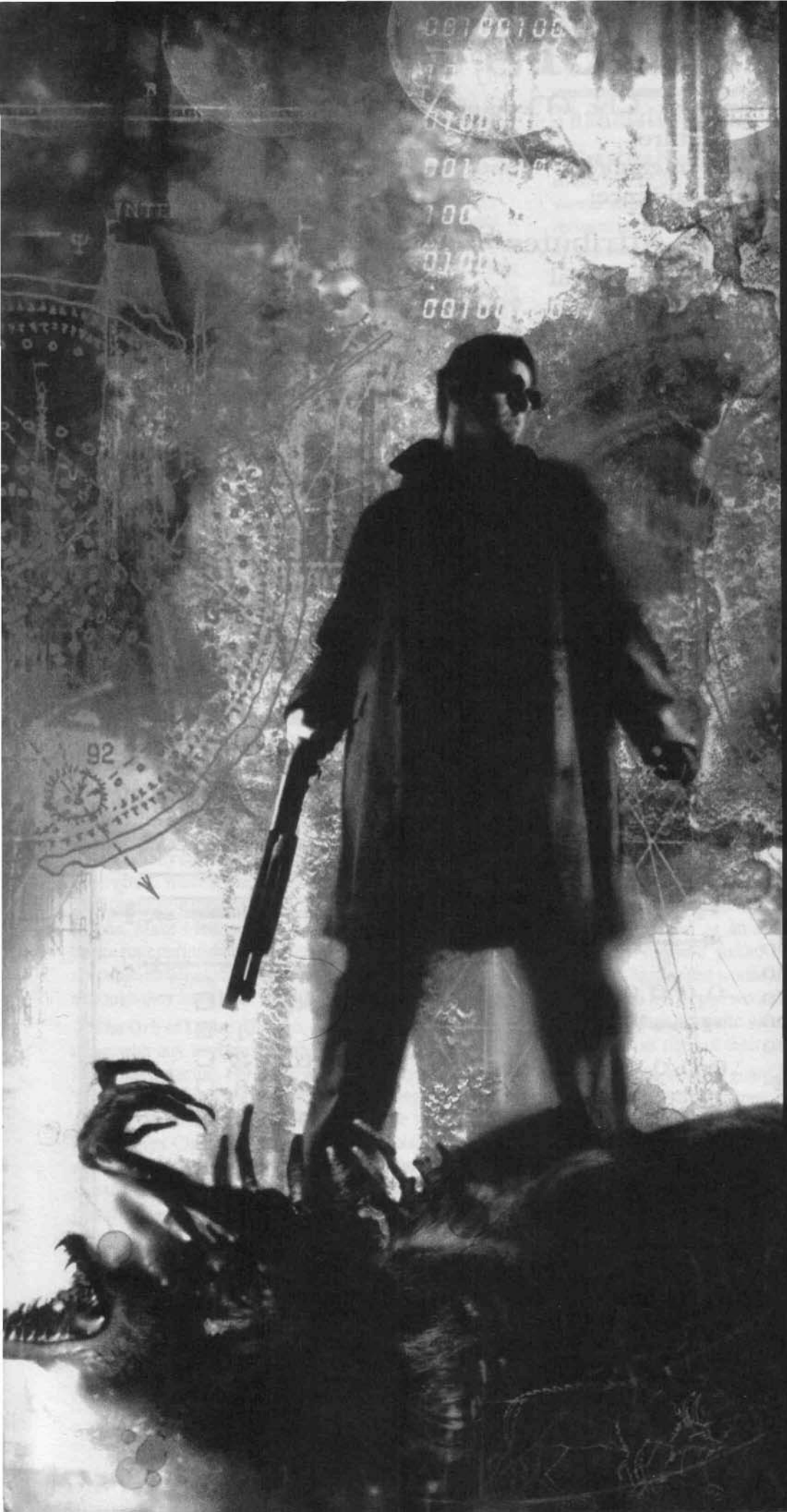
### Virtues
Conscience ●○○○○
Self-Control ●○○○○
Courage ●○○○○

### Combat

| Damage | Weapon | Difficulty |
|---|---|---|
| | | |
| | | |
| | | |

### Experience

Attributes: 6/4/3 Abilities: 11/7/4 Backgrounds: 5 Virtues: 7 Freebie Points: 21 (5/2/1)



The Inquisition

Project Twilight

Halls of the Arcanum

The Quick and the Dead

The Autumn People

Antagonists

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# The Hunters Hunted

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